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HOW TO PLAY

This chapter is intended as a comprehensive reference guide, providing information on all the possibilities open to you in the world of Final Fantasy X.

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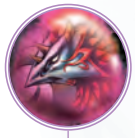

QUICK START

Final Fantasy X is a role-playing game during the course of which you will experience numerous adventures, and fight many battles, as you travel around its fantastic world.

During the course of your journey, your teammates will develop into a formidable party of fighters, provided that you're familiar with the basics of the game.

Basic rule: left hand to steer, right hand to confirm

You can use your directional buttons or left analog stick to move your character and to move the cursor within menus. Most actions are triggered by pressing the ⊗ button (examine, open, talk, confirm,etc.)

Battle: practice makes perfect

Your characters do battle using a sophisticated system of turns. Just check which options are available to you in any given situation by using your directional buttons to scroll left, right, up or down. Keep an eye on the little info messages, which will appear at the top left of the screen. As long as you don't press ⊗ to confirm an action, you can cancel at any time using ◎. △ allows you to defend yourself, and you can use L1 to switch one of your active battle characters with one on the sidelines (this does not count as a turn!).

Save Spheres: better safe than sorry

It is advised that you stop if you see any blue glowing spheres. You can press ⊗ to save your game at these Save Spheres, and even if you use ◎ to abort the save process, any lost HP and MP will be restored.

Equipping yourself between battles

You can use △ to access the main menu. This allows you to change your equipment, use items or abilities to heal injured members of your party, determine your battle formation, develop characters on the Sphere Grid and much more.

Developing characters: the Sphere Grid

You can access the Sphere Grid from the main menu. There, you can invest any AP that you have earned (these could be described as 'experience points') and Spheres which you've collected into your characters' development. Remember to consider each action carefully, to prevent having to backtrack at a later date.

Keep your eyes open!

Take a look at the top left corner of your screen: you'll see a map with a red arrow pointing you in the right direction. Entrances and exits are marked by green squares, while Save Spheres are shown in white. You'll also find that the numerous on-screen displays make life a lot easier. Keep your eyes peeled for the useful info messages which will appear at the top of the screen during batttles. You may find the tutorials useful as they offer interactive tuition as you play. Don't be too quick to press ◎ and cancel the tutorial text: the information may come in handy later on…

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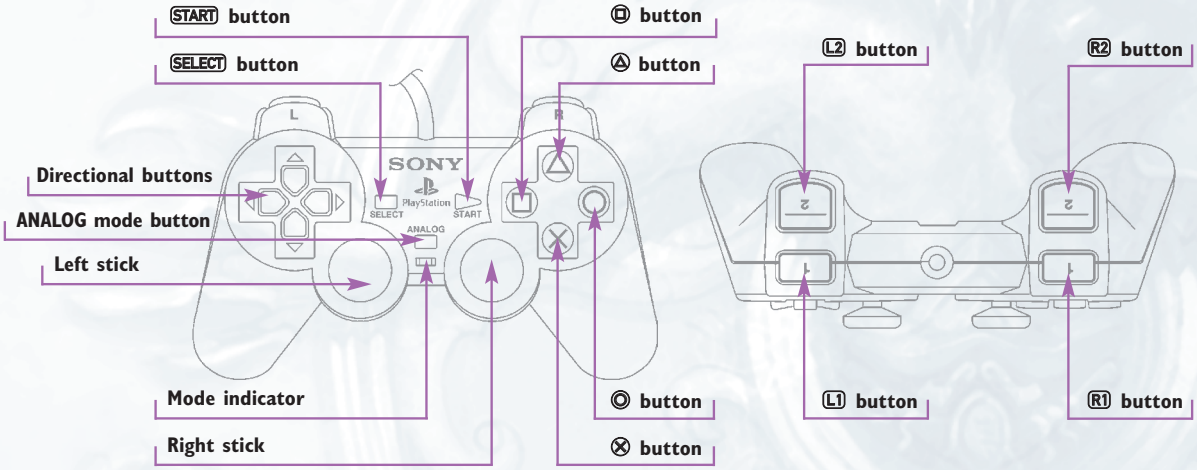
BUTTON CONFIGURATION

Remember that the functions of your controller buttons depend on your current mode. In addition, some functions will only become available later on in the game.

TIPS

You can carry out a "soft reset" by pressing START, SELECT, L1, L2, R1 and R2 simultaneously. This will reset the current game and returns you to the Intro (which you can skip using START).

Small things matter: useful information and Help messages are displayed on-screen in the menus, on the Sphere Grid and during battle.



IN NORMAL MODE

Directional buttons or left analog stick	Move a character
×	Confirm / Open chests / Talk to people / Skip through dialogue
○	Abort / Switch between walking and running / Dive
△	Access main menu
□	Check individuals' suitability for blitzball (Not available at the start of the game)
START	Pause

IN BATTLE MODE

Directional buttons or left analog stick	Move cursor
×	Confirm
○	Return to previous menu
△	Defend
L1	Switch characters / Scroll within the Switch window
L2	Scroll within the Switch window
R1	Scroll up within the CTB window
R2	Scroll down within the CTB window

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WITHIN THE MENUS

Directional buttons or left analog stick	Move cursor
⊗	Confirm
◎	Abort / Return to previous menu
R1	Switch to next character
L1	Switch to previous character
R2	Scroll forward within a page or list
L2	Scroll back within a page or list

ON THE SPHERE GRID

Directional buttons or left analog stick	Move cursor
⊗	Call up selection (Move or Use) / Confirm
◎	Abort
△	Access Status information / Scroll through Status information
R1	Switch to next character
L1	Switch to previous character
L2	Change view
R2	Change view
SELECT	Zoom in or out

MENUS

Since your adventure will become increasingly dangerous, it is important that you adapt your characters to ensure that they are more suited to the hazards ahead. You can carry out these and other character-developing tasks in the main menu and sub-menus.

THE MAIN MENU

You can use △ to access the main menu and from there you can access all the sub-menus.

All current members of your party are listed on the left-hand side of the menu, and are sorted according to battle sequence. Next to the name, you'll see the character's current HP and MP; the figure to the right of the backslash refers to their current maximum levels.

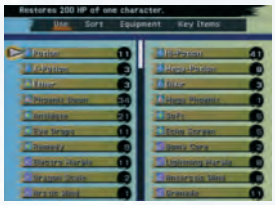
At the lower edge of your screen, your total playing time, your current cash reserves and your current location are displayed. The sub-menus are listed to the right of the screen. Some menus are unavailable at the start of the game. However your options will increase during the course of your adventure. In all menus, you will see Help messages at the top of your screen.

SPHERE GRID MENU

Characters can increase their levels and acquire new skills on the Sphere Grid. Take a look at the Sphere Grid section on page 11 to find out more.

ITEM MENU

Use or sort your equipment, or take a look at the Key Items which you've found during your journey.



Here you can browse through the items you've collected as well as seeing how many items (shown in white) can be used directly within the menu with the Use command. For example, you can heal your characters between battles, sending them into combat with optimum strength. Sort allows you to sort items manually or automatically, ensuring that you always have a clear overview of them.

If you want to sort your equipment manually, you'll be provided with information on each selected object. At the top left you'll see which character can equip the equipment; next to that you'll see his/her current levels and the equipment s/he's presently carrying, as well as any associated abilities. At the bottom right of the screen, you'll see the abilities associated with the selected object. However, you can only switch your equipment in the Equip menu (or during battle).

Key Items will list the items in your possession which you cannot use or equip, but which are valuable nonetheless. Take a look at the Items chapter to find out more about items and their abilities.

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ABILITY MENU

Use a character's special abilities.

You can use this sub-menu to view or use your characters' Command Abilities (which should not be confused with items' Auto Abilities). The abilities highlighted in white are currently available. For example, Yuna can heal your party between battles. You'll find a list of all the abilities in the Command Abilities section (see pages 16-17).

OVERDRIVE MENU

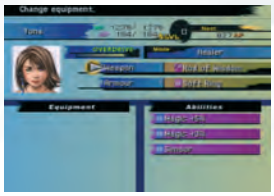
View the Overdrive techniques which your characters have mastered and change their Overdrive Modes.

First, select a character and see which Overdrive techniques are currently available to him or her. As usual, you'll find that brief Help messages will appear at the top of the screen.

You can use Set Mode to determine the conditions under which a character's Overdrive gauge will be filled. The current Mode is shown next to the Overdrive gauge in the Mode field. More information on Overdrives is available from page 24.

EQUIP MENU

Increase your efficiency by changing weapons and armour.



Select a character. Next to your character's picture, you'll see a list of his/her current equipment, and to the bottom right you'll see any associated abilities. Press ⊗ to see all weapons or armour available to the character in question, including their associated abilities. Now you can either select new equipment or retain the existing equipment. The armour list includes an empty field: if you select this, the character will unequip his or her armour.

STATUS MENU

Take a look at your characters' attributes and the abilities acquired to date.

You'll see the selected character's most important attributes and equipment at a glance. Press ⊗ to see the Auto Abilities; these are weapon-dependant and only have an effect if the weapon in question is equipped. Press ⊗ again to see the Command Abilities (skills, specials, White and Black Magic) which your character has learnt on the Sphere Grid. Take a look at the Important Terms section on page 9 for information on terminology.

AEONS MENU

Everything you need to know about the aeons found to date, as well as their attributes and abilities.

First, all aeons are listed (there are eight of them in all, the Magus Sisters counting as one aeon). Select one of the creatures and use ⊗ to confirm your choice. The following screen will show detailed attributes, special attacks, Overdrive techniques and the current Overdrive gauge level. ⊗ allows you to first view the aeon's abilities, followed by the creature's skills, specials, White Magic and Black Magic.

Use ◎ to return to the previous menu; you may have to press ◎ twice to access the Abilities and Attributes from the Status display. Also bear in mind that some menu options will only become available after you have reached certain points in the game. You can teach the aeons new abilities and increase their attributes. The procedure in both cases is identical: to the left, you'll see the abilities or attributes (as always, you can only select those highlighted in white), and to the right you'll see the necessary items. The first figure indicates how many you currently have, while the second figure indicates how many will remain following the action. Use ⊗ to confirm your selection. Consider your decision carefully – all changes are permanent...

FORMATION MENU

Vary your battle formation.

The three characters listed at the top will automatically be the first three to take part in the next battle. The characters listed below must be sent into battle by pressing L1 during combat. If you want to change the formation and give one of your three heroes a rest, just select the character in question and press ⊗. Now select the character you want to send into battle in their place and press ⊗ again: changing your battle formation is that simple! Incidentally, it makes no difference whether a character occupies the first, second or third position.

CUSTOMISE MENU

Customise and improve your weapons and armour.

Auto Abilities are indispensable during battles and depend on the weapon or armour with which your character is equipped. Up to four Auto Abilities can be assigned to each piece of equipment, provided the equipment in queston has enough free ability slots.

Any armour or weapon to which you can assign new Auto Abilities is highlighted in white, while existing abilities and available capacity are shown at the bottom right. Once you've selected the item of equipment to be altered, just press ⊗: the potential Auto Abilities will be listed. Take a look at Item Cost to see which items you'll have to use. The first figure indicates how many you currently have, while the second figure shows how many will remain after the action in question is carried out.

Press ⊗ to confirm your selection. Incidentally, the name of the upgraded equipment may change. For example, if you assign the abilities Strength +3%, Strength +5% and Strength +10% to Variable Steel, it will be transformed into a Knight Sword. If you then decide to add Strength +20%, the Knight Sword will become a Master Sword.

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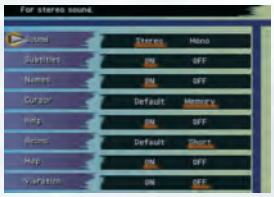
CONFIG MENU



Adapt the game to your requirements.

Sound
Choose between Stereo and Mono sound output.

Subtitles
Switch the dialogue subtitles on or off.

Names
Select (ON) to see the name of the person speaking during a dialogue sequence.

Cursor
Select Memory to indicate automatically your most recent menu selection during battle mode.

Help
This allows you to view useful information during battles.

Aeons
If you want to savour every second of animation when an aeon appears or performs an Overdrive, you should select Default. If you only want to enjoy the full experience the first time they appear, select Short.

Map
You can decide whether or not the map of your surroundings is displayed during the game.

Vibration
You can switch your DUALSHOCK®2 Analog Controller's vibration function ON or OFF.

HELP MENU

This menu offers useful information on Basic Controls, Basic Terms and Reference.

IMPORTANT TERMS

If you take a look at the Final Fantasy X menus, you may see a few terms which are not quite clear at first glance. The following information should enable you to find your way through the terminology jungle!

Ability
See Auto Ability and Command Ability.

Accuracy
Accuracy affects the probability of your character attacking successfully. The higher the figure, the more accurate your character (to a maximum of 255).

Agility
The higher the Agility, the shorter the interval between two actions: thus, agile heroes can eliminate more of their opponents before the latter have a chance to defend themselves!

AP (Ability points)
A character is rewarded with AP for participating in (and surviving!) a successful battle.

Armour
This refers to objects such as rings, as well as conventional armour or items of clothing.

Auto Ability
Auto Abilities are attributes or abilities inherent to specific weapons or items of armour. They do not require MP.

Command Ability
Umbrella term referring to White Magic, Black Magic and Skills.

CTB window
Take a look at the top right of your screen during battle: you'll see the attack sequence of all participants. The letters represent your opponents. The sequence may change depending on the course of the battle.

Defence
This figure reduces the damage inflicted by physical attacks. The maximum Defence level is 255.

Evasion
The Evasion figure determines your chance of evading a physical attack. The maximum figure is 255.

Gil
This is the unit of currency in the world of Final Fantasy X.

HP (Hit points)
A character's stamina points. If the figure drops to 0, the character is KO'd and must be revived using magic or items. If one of your characters has lost 50% of his/her HP, s/he'll be weakened (you'll see that the HP display turns yellow). You can gain extra HP on the Sphere Grid. The maximum level is 9999; this can be increased to an impressive 99,999 with Break HP Limit!

Luck
The higher your Luck figure, the greater the probability of landing physical hits and Critical Hits. The maximum level is 255.

Magic
The Magic figure determines the damage inflicted by magic attacks, as well as the healing power of magic. The maximum level is 255.

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Magic Defence
The higher this figure, the less damage will be inflicted on a character by magic attacks. The maximum level is 255.

Mode / Overdrive Mode
During the course of the game, you can determine the mode in which a character's Overdrive gauge is filled.

MP (Magic points)
Most Command Abilities require MP in order to be used. Those characters who use a lot of magic should have plenty of MP at their disposal, in particular Yuna and Lulu at the start of the game. Extra MP can be gained on the Sphere Grid. The maximum figure is 999, but this can be increased to 9999 with Break MP Limit.

Next
The figure shown after this Status display indicates the amount of AP required by a character in order to increase his or her S. Lvl (see below).

Node
This refers to the Sphere Grid fields that can be activated using Spheres.

Overdrive
With a full Overdrive gauge, characters and aeons have more powerful attacks or actions at their disposal – take a look at the Overdrive section to find out more.

S. Lvl (Sphere Level)
The Sphere Level indicates the number of Sphere Grid nodes through which a character can move.

S.Lvl Up
This message is shown when a character's S. Lvl increases.

Skill
This refers to a specific skill that a character can use in battle. The use of skills consumes MP.

Special Attack
These are individual techniques used by aeons. Take a look at the Characters chapter for more information on aeons.

Sphere
Defeated opponents leave various types of Spheres in their wake; your characters can use these on the Sphere Grid. You can also use the Spheres to customise your equipment.

Sphere Grid
You must do more than simply defeat monsters if you want to increase your characters' levels. Your Sphere Level determines the distance you can travel on the Sphere Grid. Depending on the Sphere in question, you can also activate various Nodes. As well as improving your basic character attributes, this allows you to acquire new skills and magic.

Strength
This figure determines the amount of damage which a character's physical attacks can inflict. The maximum level is 255.

Weapon
The term weapons does not simply refer to swords or lances, but also includes objects such as Lulu's dolls or Wakka's balls. See the Items chapter for more details.

ACTIONS

The ⊗-button is used to execute almost all game actions. You're better off pressing the button too often than too seldom, especially when exploring.

EXAMINING YOUR SURROUNDINGS

You should always examine your surroundings carefully. Press ⊗ to have your character take a good look around – any relevant information will be displayed at the bottom of your screen. When looking around a particular area, it may be a good idea to keep pressing ⊗: that way you don't have to worry about missing anything!

⊗ can also be used to open any treasure chests lying around. You simply lift the lid and remove the contents. They remain open, so you won't waste time examining chests which have already been ransacked. "Finders keepers" is the rule in the world of Final Fantasy... even in foreign towns or other people's houses!

ADDRESSING PEOPLE

During the course of your adventure you'll come across many people who will be more than happy to chat with you. They'll reveal a wealth of information from the fascinating to the mundane... and some generous people will even present you with various items. It's always a good idea to err on the side of friendliness! If you want to have a word with someone, just position yourself next to the individual in question and press ⊗. Press ⊗ again to speed up the dialogue.

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SAVING

You'll have to track down a Save Sphere if you want to save your current game. These blue Spheres are pretty rare, so your best bet is to save your game whenever you happen to see one. Just stand in front of the Sphere and press ⊗. Select Save and confirm your decision. Now select one of the two MEMORY CARD slots.

Make sure you've already inserted a memory card (8MB) (for PlayStation®2) with at least 64 KB of available memory in one of the two slots. Either select a free save slot or overwrite an old one.

One memory card will store an impressive 99 Final Fantasy X save games. But remember: the more save games you save onto a memory card, the longer it will take to load or save a game.

ACQUIRING EQUIPMENT

It's important to equip your characters as well as possible – after all, you don't want to send them into battle helpless! You'll find a complete list of equipment in the Items chapter. Certain items of equipment are literally lying around on the ground, albeit concealed in chests. Other weapons and pieces of armour can be bought in shops. Take a look at the Walkthrough to find out where you can buy which items. If your funds are low or you want to have a good clear-out, just sell your unused equipment to a shop. Of course, you won't get as much for second-hand equipment as you paid for it. Take a look at the tables in the Items chapter to see the exact prices.

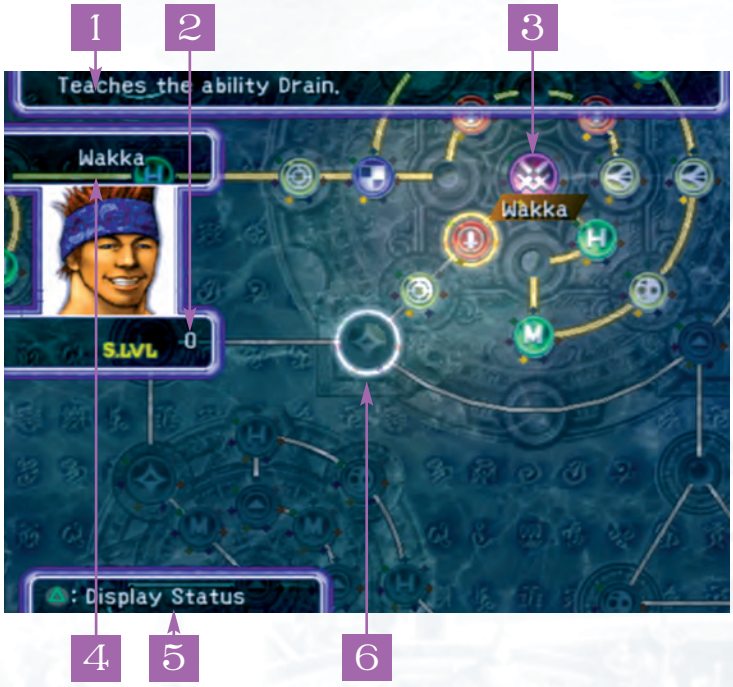
EQUIPPING YOUR WEAPONS AND ARMOUR

Take a look at the Equip menu section on page 8 to find out how to equip and change weapons and armour. If you want to make swift work of an opponent, you can also change your equipment in the middle of a battle, but bear in mind that this uses up a full game turn. Note how the CTB window changes if you select Weapon or Armour instead of Attack.

THE SPHERE GRID

You'll have to develop your characters on the Sphere Grid. If you're playing Final Fantasy X for the first time, we recommend the Standard Sphere Grid. More experienced players may prefer the Expert Sphere Grid. During the game, you can only utilise the Sphere Grid following the events on the Salvage Ship – take a look at page 51 in the Walkthrough for more details.

THE SCREEN



1 **Help display**
Important information about the currently selected Node.

2 **Sphere Level**
The S. Lvl indicates the number of steps you can still take on the Sphere Grid.

3 **Current position**
Shows the Node that your character is currently occupying.

4 **Current character**
This is the character you've selected.

5 **Selection**
You can decide whether you want to leave or activate Nodes.

6 **Marking circle**
Move this cursor if, for example, you want to set a new target for your character.

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SPHERES

You'll need Spheres to activate the nodes and unlock the relevant abilities/attributes. If Key Locks are blocking your way, you'll need the rare Key Spheres which allow one of your heroes to penetrate another character's sectors and learn completely new abilities. Spheres can be obtained by defeating (or bribing) monsters, talking to people or rummaging around in treasure chests. There are many different types of Spheres which have different effects on the Grid!

Red	Activates / increases:
Ability Sphere	Abilities
Fortune Sphere	Luck
Mana Sphere	MP, Magic and Magic Defence
Power Sphere	HP, Strength and Defence
Speed Sphere	Agility, Evasion and Accuracy

Yellow	Activates:
Attribute Sphere	Attribute-increasing Node already activated by another character
Blk Magic Sphere	Black Magic Ability Node already activated by another character
Master Sphere	Any Node, regardless of location and activation
Skill Sphere	Skill Node already activated by another character
Special Sphere	Special Ability Node already activated by another character
Wht Magic Sphere	White Magic Node already activated by another character

Black	Opens:
Lv. 1 Key Sphere	Lv 1 Key Lock
Lv. 2 Key Sphere	Lv 2 Key Lock
Lv. 3 Key Sphere	Lv 3 Key Lock
Lv. 4 Key Sphere	Lv 4 Key Lock

Purple	Converts empty Node into:
Accuracy Sphere	Accuracy +4
Agility Sphere	Agility +4
Defence Sphere	Defence +4
Evasion Sphere	Evasion +4
HP Sphere	HP +300
Luck Sphere	Luck +4
Magic Def Sphere	Magic Defence +4
Magic Sphere	Magic +4
MP Sphere	MP +40
Strength Sphere	Strength +4

Blue	Clears:
Clear Sphere	Node which has already been activated

Pale Purple	Enables jump to:
Friend Sphere	Node on which another character is located
Return Sphere	Any Node already activated by the current character
Teleport Sphere	Any Node already activated by another character
Warp Sphere	Any Node

DEVELOPING CHARACTERS

1st step
Your characters are rewarded with Ability Points – AP – following victory in battle. Some monsters also leave Spheres behind on the battlefield. Ability Points increase a character's Sphere Level.

2nd step
Go to the main menu and use ⊗ to select the Sphere Grid menu; then select a character.

3rd step
You will now see a close-up of the Sphere Grid section on which your character is currently located. You can use L2 and R2 to tilt the Grid, and you can zoom using SELECT.

4th step
Press ⊗. In the new window, select Move to move your character; you will see that accessible Nodes are highlighted. You can enter one new field per Sphere Level, or you can cross four activated fields. Press ⊗ to confirm your decision.

5th step
If you are on or directly beside a Node which has yet to be activated, press ⊗. Now select Use in the new window. Another window will open, displaying a list of your Spheres. The available Spheres are highlighted in white. You can use certain Spheres to transform empty Node fields into activated ones, whereas others can be used to activate non-adjacent Nodes.

6th step
Select a Sphere type. Press ⊗ to confirm your decision or ◎ to cancel.

7th step
The Node field has been activated and your character has learnt a new ability or increased an attribute. You'll now see a small coloured mark next to the field (see the Colours on the Sphere Grid section). Either continue or press △ to view your character's status. You can use L1 and R1 to switch to other characters or press ◎ to return to the main menu.

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COLOURS ON THE SPHERE GRID

At the start of the game, some Nodes are not activated and are therefore grey. A Node will light up once it has been activated. However, if you switch to another character, the field will be coloured grey again, since it has not yet been activated by the relevant character. Each Node has seven small squares arranged around it. If one of these lights up, you'll be able to see which character has already activated the node in question. The following colour code is used to denote the various characters:

TIDUS

YUNA

AURON

KIMAHRI

WAKKA

LULU

RIKKU

TIPS

Rather than hoarding your Sphere Levels, use them to teach your characters new abilities quickly or to increase their attributes.

Save your game before entering the Sphere Grid. If you happen to make a mistake, you can simply reload your previous game status.

A little forward planning always makes sense: plan your route before you set off so you don't waste AP going back. The overviews from page 14 on will come in useful when planning your route, especially if you're negotiating the Expert Sphere Grid.

NODES AND SPHERES

You'll need Spheres to activate Nodes as you come across them, even if they've already been activated by a different character. The increase increments will remain the same. However, if the Node was originally activated by a Purple Sphere, the increase will always be 4 attribute points, 300 HP or 40 MP.

For example; you'll need a Power Sphere to activate an HP Node. Take a look at the information on the Sphere Grid pages: you'll see that the increase will always be 200 HP, unless the Node was originally activated using a Purple Sphere, in which case the HP will now increase by 300 points.

Symbol	Node	Spheres required	Spheres if already activated
	HP	Power	Attribute
	Strength	Power	Attribute
	Defence	Power	Attribute
	MP	Mana	Attribute
	Magic	Mana	Attribute
	Magic Defence	Mana	Attribute
	Agility	Speed	Attribute
	Evasion	Speed	Attribute
	Accuracy	Speed	Attribute
	Luck	Fortune	Attribute
	Skill	Ability	Skill
	Special Ability	Ability	Special
	White Magic	Ability	Wht Magic
	Black Magic	Ability	Blk Magic
	Lv. 1 Lock	Lv. 1 Key	-
	Lv. 2 Lock	Lv. 2 Key	-
	Lv. 3 Lock	Lv. 3 Key	-
	Lv. 4 Lock	Lv. 4 Key	-
	Empty	-	-

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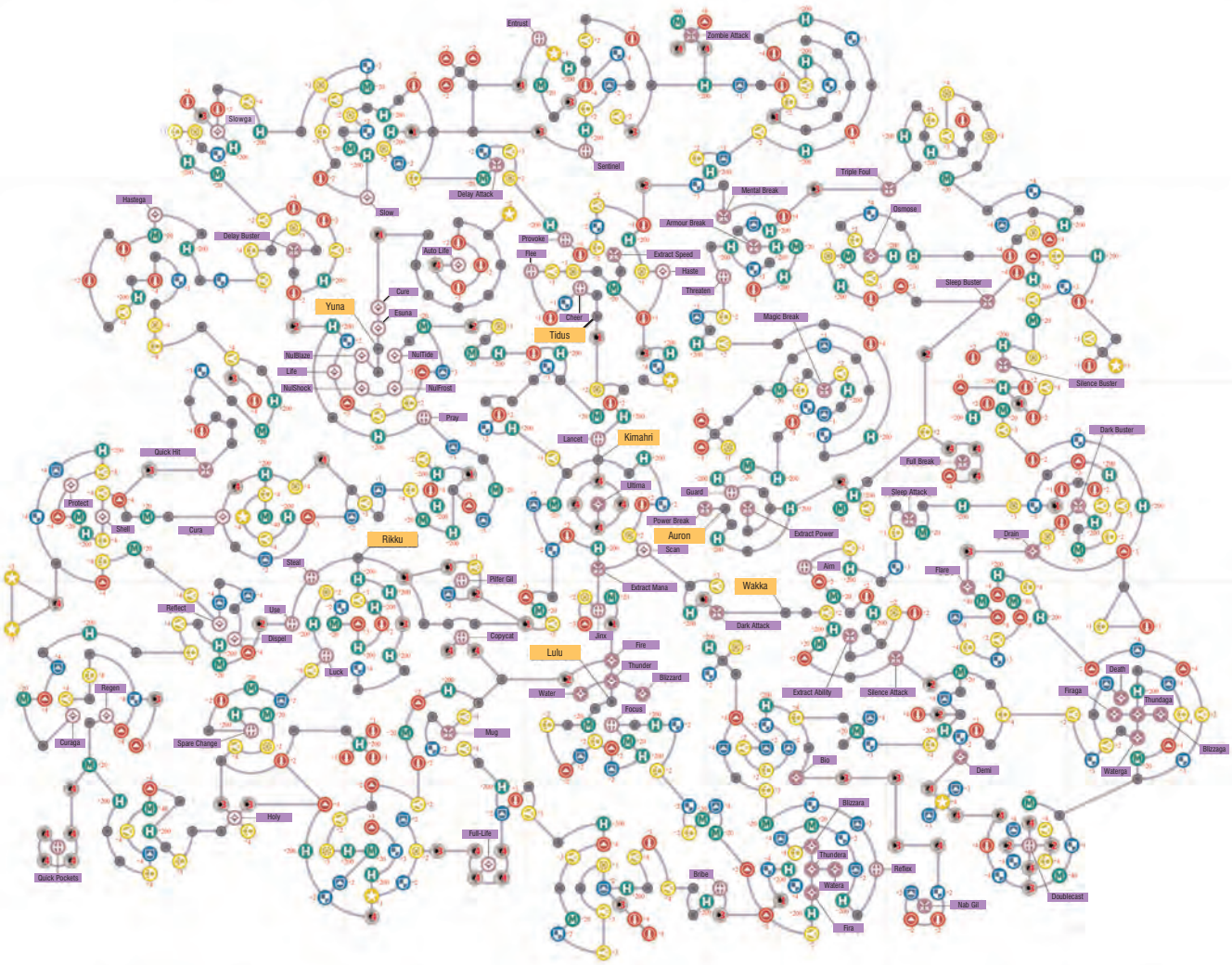
THE STANDARD SPHERE GRID



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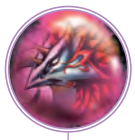

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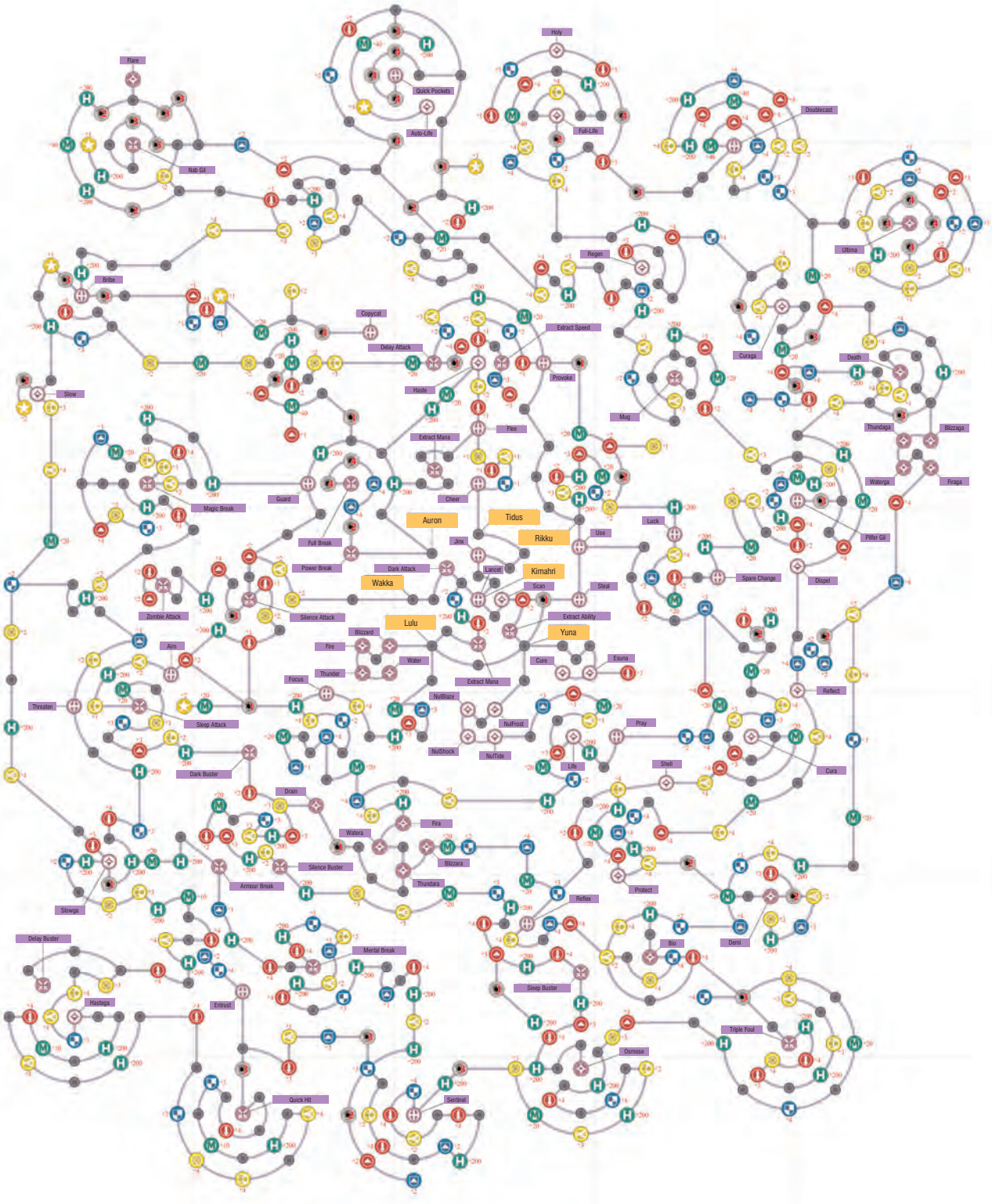

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Command

COMMAND ABILITIES

There are two ability categories. Auto Abilities can be assigned to weapons and armour, while Command Abilities are skills and spells which a character can learn and use. For details on the Auto Abilities, please refer to the Items chapter.

SKILLS

Skills are employed in battle, and they use up MP. Rather than just inflicting damage, they influence your character's attacks and trigger an effect on an opponent.

Ability	MP	Effect on your opponent
Sleep Attack	5	Medium probability of the Sleep status effect (three rounds)
Silence Attack	5	Medium probability of the Silence status effect (three rounds)
Dark Attack	5	Medium probability of the Darkness status effect (three rounds)
Sleep Buster	10	Very high probability of the Sleep status effect (one round)
Silence Buster	10	Very high probability of the Silence status effect (one round)
Dark Buster	10	Very high probability of Darkness status effect (one round)
Zombie Attack	10	Chance of inflicting the Zombie status effect
Triple Foul	24	Chance of inflicting the Sleep, Silence and Darkness status effects
Delay Attack	8	Your opponent will drop slightly in the CTB window
Delay Buster	18	Your opponent will drop far down in the CTB window
Power Break	8	Power Break status effect – lowers an enemy's Strength
Magic Break	8	Magic Break status effect – lowers an enemy's Magic
Armour Break	12	Armour Break status effect – lowers an enemy's Defence and nullifies Armoured
Mental Break	12	Mental Break status effect – lowers an enemy's Magic Defence
Mug	10	Steals an item and inflicts damage - however, the probability of success (initially 100%) is halved after each successful robbery.
Quick Hit	36	Attack quickly with a very short recovery period
Extract Ability	1	Makes an enemy drop Ability Spheres
Extract Mana	1	Makes an enemy drop Mana Spheres
Extract Power	1	Makes an enemy drop Power Spheres
Extract Speed	1	Makes an enemy drop Speed Spheres
Nab Gil	30	Steals Gil (see Secrets chapter)
Full Break	99	Armour Break, Magic Break, Mental Break and Power Break status effects

SPECIAL

Special abilities are battle actions which generally only inflict indirect damage on your opponents. Only a few Special abilities require MP.

Ability	MP	Effect
Steal	-	The character steals an item. The initial 100% probability of success is halved after each successful robbery.
Use	-	The character uses special items.
Flee	-	All characters flee the battlefield (not always possible).
Pray	-	All characters' HP are partially restored
Cheer	-	All characters' Strength and Defence are increased by 1 point, or by up to 5 through repeated use.
Aim	-	All characters' Accuracy is increased by 1 point, or by up to 5 through repeated use.
Focus	-	All characters' Magic and Magic Defence are increased by 1 point, or by up to 5 through repeated use.
Reflex	-	All characters' Evasion is increased by 1 point, or by up to 5 through repeated use.
Luck	-	All characters' Luck is increased by 1 point, or by up to 5 through repeated use.
Jinx	-	All opponents' Luck is reduced by 1 point, or by up to 5 through repeated use.
Lancet	-	The character draws HP and MP from an opponent and absorbs them for their own benefit. Kimahri can learn new Enemy Skills.
Guard	-	The character draws all physical attacks onto himself until the next turn.
Sentinel	-	The character intercepts all physical attacks on your party until the next turn and the damage is also halved.
Spare Change	-	The character hurls (up to 100,000) Gil at an opponent. This inflicts damage equal to 10% of the Gil amount thrown.
Threaten	12	The character inflicts the Threaten status effect on an opponent.
Provoke	4	The status effect Provoke is inflicted on an opponent
Entrust	8	The character can donate their current Overdrive gauge level to one of their teammates.
Copycat	28	The character imitates the action of the previous character. (No Overdrive, Summon or replacement of Equipment. Item only used if still present.)
Doublecast	-	The character casts two consecutive Black Magic spells (as long as they have sufficient MP).
Bribe	-	An opponent is bribed with Gil to leave battle and will give you items. The amount is determined by your opponent's HP. See page Monsters chapter for more details.
Pilfer Gil	20	Your character steals Gil from an opponent (see Secrets chapter).
Quick Pockets	70	The "Item" Command can be used with a short recovery phase.

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WHITE MAGIC

White Magic refers to non-offensive spells used (among other things) to restore HP and trigger or lift status effects. White Magic uses up MP; certain spells can be used between battles.

Ability	MP	Affects	Effect
Cure	4	A character or opponent	HP healing (weak)
Cura	10	A character or opponent	HP healing (medium)
Curaga	20	A character or opponent	HP healing (strong)
NulBlaze	2	All characters	NulBlaze status effect – each character will be immune to one Fire attack / Fire spell, regardless of spell strength
NulShock	2	All characters	NulShock status effect – each character will be immune to one Lightning attack / Thunder spell, regardless of spell strength
NulTide	2	All characters	NulTide status effect – each character will be immune to one Water attack / Water spell, regardless of spell strength
NulFrost	2	All characters	NulFrost status effect – each character will be immune to one Ice attack / Blizzard spell, regardless of spell strength
Scan	1	A character or opponent	Shows detailed data on the character or opponent in question
Esuna	5	A character or opponent	Lifts status effects: Sleep, Silence, Darkness, Poison, Petrification, Berserk and Confuse
Life	2	A character or opponent	Lifts the KO status effect and restores 50% of HP
Full-Life	18	A character or opponent	Brings a KO'd character back to life and fully restores HP
Haste	8	A character or opponent	Haste status effect
Hastega	30	All characters or opponents	Haste status effect
Slow	12	A character or opponent	Slow status effect
Slowga	20	All characters or opponents	Slow status effect
Shell	10	A character or opponent	Shell status effect
Protect	12	A character or opponent	Protect status effect
Reflect	14	A character or opponent	Reflect status effect
Dispel	12	A character or opponent	Lifts status effects: NulBlaze, NulShock, NulTide, NulFrost, Shell, Protect, Reflect, Haste, Regen, Curse, Power Break, Mental Break, Magic Break, Armour Break
Regen	40	A character or opponent	Regen status effect (10 rounds)
Holy	85	A character or opponent	Inflicts Holy damage
Auto-Life	97	A character or opponent	Auto-Life Status effect

BLACK MAGIC

Offensive Black Magic spells can sometimes fell an opponent with a single blow. When using Black Magic – which almost always uses up MP – bear in mind your opponent's elemental characteristics so that you can select the most appropriate spell.

Ability	MP	Affects	Effect
Fire	4	A character or opponent	Causes slight Fire damage
Fira	8	A character or opponent	Causes medium Fire damage
Firaga	16	A character or opponent	Causes heavy Fire damage
Thunder	4	A character or opponent	Causes slight Lightning damage
Thundara	8	A character or opponent	Causes medium Lightning damage
Thundaga	16	A character or opponent	Causes heavy Lightning damage
Water	4	A character or opponent	Causes slight Water damage
Watera	8	A character or opponent	Causes medium Water damage
Waterga	16	A character or opponent	Causes heavy Water damage
Blizzard	4	A character or opponent	Causes slight Ice damage
Blizzara	8	A character or opponent	Causes medium Ice damage
Blizzaga	16	A character or opponent	Causes heavy Ice damage
Bio	10	A character or opponent	Poison status effect
Demi	32	All characters or opponents	Reduces HP by 25%
Death	20	A character or opponent	KOs a character outright
Drain	12	A character or opponent	Drains HP; the character's own HP level is restored by the corresponding amount
Osmose	-	A character or opponent	Drains MP; the character's own MP level is restored by the corresponding amount
Flare	54	A character or opponent	Heavy non-elemental damage
Ultima	90	All characters or opponents	Heavy non-elemental damage

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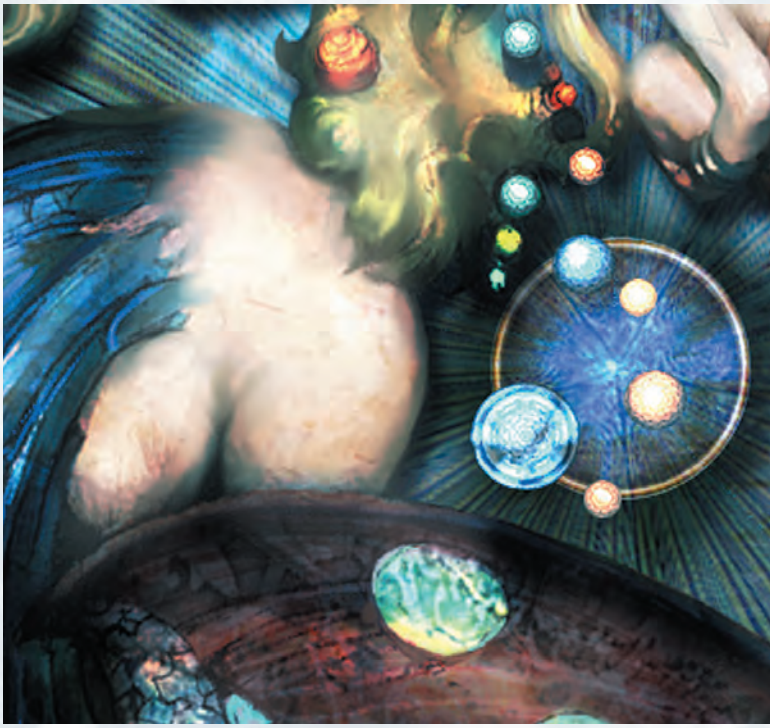
SOME INTERESTING COMBINATIONS OF COMMAND AND AUTO ABILITIES

Magic Booster and One MP Cost
Magic Booster increases the effect of a spell, but it uses up a double dose of MP. One MP Cost reduces the cost of using a spell to 1 MP. Therefore, if used in combination, each spell costs 2 MP – which is trivial in contrast to the normal double cost of a Holy spell for example (194 MP)!

Alchemy and Auto-Phoenix
If one of your characters has been knocked out, s/he can be revived using Auto-Phoenix: your hero will wake up with 50% of his or her total HP. Alchemy doubles the healing effect, so your character's HP will be restored to 100%. In contrast, the maximum healing effect of a Phoenix Down is 9,999 HP!

Provoke and Counter variants
Provoke ensures that a monster will only attack the character who casts it. Counter boomerangs opponents' attacks back onto them (as does Magic Counter). In combination with Evade & Counter, this is particularly useful when battling Behemoth King. Allowing you to evade and counter his physical attacks fully. To make matters even better, your opponent will be unable to use his Meteor counter attack when he's been defeated.

First Strike and Flee
Feel like avoiding battle? This combination ensures that your hero has the first turn; you can then use Flee to run away from the encounter. Bear in mind, however, that it is not possible to Flee from all battles...



Aeons

AEONS

During the course of the game, Yuna can gain control of up to eight aeons, three of which cannot be found without going a little off the beaten track...

AEONS IN BATTLE

If you select Yuna's Summon, all known aeons will first be listed (take a look at the Aeons section in the Characters chapter for more details). Once you've selected an aeon, the creature will fight alone. Select Dismiss to recall an aeon and send your characters back into battle.

An aeon will vanish once its HP drop to 0 and your characters will automatically return to the fray. It will now take some time for the aeon to recover. You can speed up the process by using a Save Sphere to heal your party (see page 5), or by having them spend the night in appropriate lodgings. Otherwise, keep fighting battles and let time take care of matters.

NUMBER OF BATTLES REQUIRED FOR REGENERATION

Aeon	Battles
Valefor	8
Ifrit	12
Ixion	20
Shiva	20
Bahamut	24
Yojimbo	24
Anima	24
Magus Sisters	30

TIPS

Aeons cannot use healing spells at the beginning, so it might be a good idea to teach them Cura or Lancet as soon as you are able to. Hastega is useless since aeons always fight alone, and there's not much point teaching them Life or Full-Life since aeons cannot revive themselves when they are KO'd. However, they may come in useful if you want to cast them onto an opponent affected by the Zombie status effect (see page 22).

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DEVELOPING AEONS

You'll have to be in possession of the Summoner's Soul if you want to teach aeons abilities. You'll obtain the Summoner's Soul after fighting Belgemine in Moonflow (see page 90) or in Remiem Temple (see Secrets chapter). If you want to increase their attributes, you'll need the Aeon's Soul, which you'll receive after fighting Belgemine in the Calm Land (see page 119) or in Remiem Temple (see Secrets chapter).

Go to the Aeons menu and press ◎ to access Abilities and Attributes. Once you've selected one of these menu items, the options available will be highlighted in white on the left-hand side of your screen. You'll see the items required to the right. The figure in the left-hand circle indicates the quantity of available items, while the figure in the right-hand circle indicates the number which will remain afterwards. Once you've confirmed your decision, your aeon will have learned a new ability or increased an attribute.

ABILITY COSTS

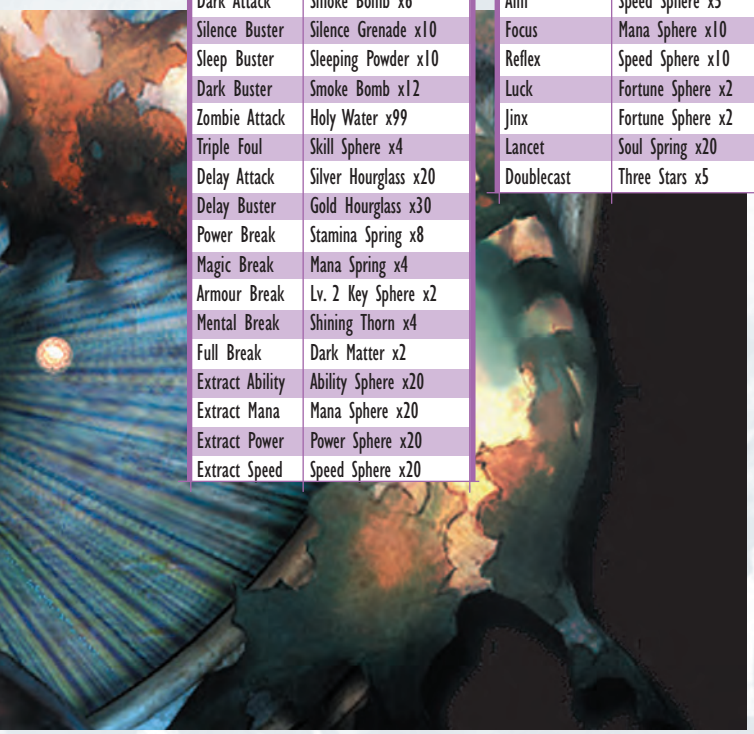
Skills	Item required
Sleep Attack	Sleeping Powder x3
Silence Attack	Silence Grenade x3
Dark Attack	Smoke Bomb x6
Silence Buster	Silence Grenade x10
Sleep Buster	Sleeping Powder x10
Dark Buster	Smoke Bomb x12
Zombie Attack	Holy Water x99
Triple Foul	Skill Sphere x4
Delay Attack	Silver Hourglass x20
Delay Buster	Gold Hourglass x30
Power Break	Stamina Spring x8
Magic Break	Mana Spring x4
Armour Break	Lv. 2 Key Sphere x2
Mental Break	Shining Thorn x4
Full Break	Dark Matter x2
Extract Ability	Ability Sphere x20
Extract Mana	Mana Sphere x20
Extract Power	Power Sphere x20
Extract Speed	Speed Sphere x20

Special Ability	Item required
Pray	Healing Water x5
Cheer	Power Sphere x5
Aim	Speed Sphere x5
Focus	Mana Sphere x10
Reflex	Speed Sphere x10
Luck	Fortune Sphere x2
Jinx	Fortune Sphere x2
Lancet	Soul Spring x20
Doublecast	Three Stars x5

White Magic	Item required
Cure	Hi-Potion x99
Cura	X-Potion x30
Curaga	Mega-Potion x60
NulBlaze	Bomb Fragment x2
NulShock	Electro Marble x2
NulTide	Fish Scale x2
NulFrost	Antarctic Wind x2
Scan	Ability Sphere x10
Life	Elixir x8
Full-Life	Megalixir x1
Haste	Chocobo Feather x10
Hastega	Chocobo Wing x16
Slow	Silver Hourglass x4
Slowga	Gold Hourglass x8
Shell	Lunar Curtain x4
Protect	Light Curtain x6
Reflect	Star Curtain x3
Dispel	Purifying Salt x3
Regen	Healing Spring x60
Holy	Blessed Gem x60

Black Magic	Item required
Fire	Bomb Fragment x1
Fira	Bomb Core x2
Firaga	Fire Gem x4
Thunder	Electro Marble x1
Thundara	Lightning Marble x2
Thundaga	Lightning Gem x4
Water	Fish Scale x1
Watera	Dragon Scale x2
Waterga	Water Gem x4
Blizzard	Antarctic Wind x1
Blizzara	Arctic Wind x2
Blizzaga	Ice Gem x4
Bio	Poison Fang x8
Demi	Shadow Gem x8
Death	Farplane Shadow x30
Drain	Stamina Spring x60
Osmose	Mana Spring x10
Flare	Shining Gem x60
Ultima	Supreme Gem x99

* The Abilities are explained on pages 16-17.



Although you can theoretically improve attributes using the same method as that detailed above with regard to abilities, there are two other methods of upgrading an aeon's attributes. With the exception of Luck, all levels are automatically increased by entering battle. In this regard it makes no difference who participated, fled or was knocked out. The first increase takes place after the 60th battle (from the time the aeon was first available). From then on, the levels can increase up to 18 times at 30-battle intervals.

The aeon's levels will also increase in tandem with Yuna's levels. All aeons' Luck levels will increase equally, while the other levels will increase automatically with Yuna's and may even exceed them depending on the aeon in question. However, if this happens, the other levels will increase less significantly.

ATTRIBUTE COSTS

Attributes	Sphere required	Number required	Increase
HP	Power Sphere	Current HP maximum : 50	100
MP	Mana Sphere	Current MP maximum : 10	10
Strength	Power Sphere	Current level / 2	1
Defence	Power Sphere	Current level / 2	1
Magic	Mana Sphere	Current level / 2	1
Magic Defence	Mana Sphere	Current level / 2	1
Agility	Speed Sphere	Current level / 2	1
Luck	Fortune Sphere	Current level / 2	1
Evasion	Speed Sphere	Current level / 2	1
Accuracy	Speed Sphere	Current level / 2	1

* For Example: your aeon has 4,505 HP. 4,505 divided by 50 is 90.1. The figure is always rounded off, so you'll need 90 Power Spheres to increase your aeon's HP to 4,600 HP. However, this rule no longer applies in the highest ranges, when 99 Spheres will always increase your attributes/HP/MP.

ATTRIBUTES REGISTERING THE GREATEST INCREASES

Aeon	Parameter
Valefor	Magic, Evasion
Ifrit	Defence
Ixion	Defence, Magic Defence
Shiva	Magic, Agility, Evasion
Bahamut	HP, Defence
Yojimbo	Defence, Evasion, Accuracy
Anima	HP, Strength
Magus Sisters - Cindy	HP, MP, Defence
Magus Sisters - Sandy	HP, Strength
Magus Sisters - Mindy	HP, MP, Agility

TIPS

There is no point using Spheres to increase aeons' Luck levels. You'd be better off concentrating on increasing Yuna's Luck, thereby automatically increasing the Luck of the aeons.

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Battle system

THE BATTLE SYSTEM

Battles in Final Fantasy X are not fought in real time. Instead, they consist of a complex system of turns, allowing you to plan your actions carefully in advance.

THE SCREEN

A typical battle situation: it's the turn of one of your characters, and you are planning what to do next.

1 Help display
A brief text describing your opponents and your various battle options.

2 Cursor
Indicates the character whose turn it currently is.

3 Enemy Info
Information regarding your opponent may be displayed here when a weapon with Sensor is equipped or a Scan White Magic spell has been successfully cast.

4 Names
A maximum of three characters can do battle simultaneously. The purple bar indicates the fighter whose turn it is.

5 CTB window
The turn sequence – the order in which your party members will take part in battle.

6 Commands
These are the Main Commands that you can execute. You can access the Sub Commands by moving your left analog stick (or directional buttons) to the right, while you can access the Overdrives by moving your analog stick to the left.

7 HP and MP
Once their HP level drops to 0, the character in question is out of action. Certain abilities cannot be used without MP.

8 Overdrive gauge
Overdrives can be used once the gauge is full.

THE CTB WINDOW

The turn sequence of all those participating in battle is shown in the CTB Window; CTB refers to Conditional Turn-based Battle and monA refers to Monster A. Use R1 and R2 to navigate through the CTB Window.

The turn sequence always assumes that all participants will select Attack as their next Command. Since this is actually rarely the case, the sequence changes constantly. Certain Commands require a longer recovery phase than others, so your protagonist may drop to the bottom of the list and must wait much longer than the others to take his turn. However, tactics such as the Haste spell can be used to ensure that a character gets more frequent turns.

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ELEMENTAL CHARACTERISTICS

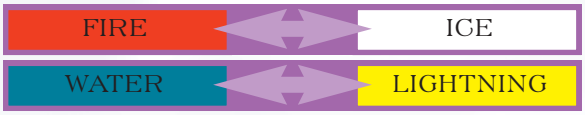
Of course, you can do battle without exploiting elemental characteristics. However, a thorough study of the elements and their effects will make you more effective on the battlefield.

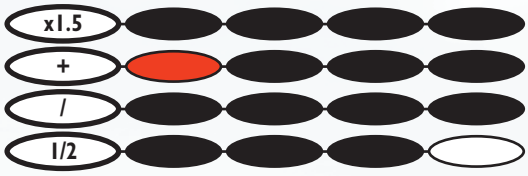
There are four elements: Fire, Ice, Lightning and Water. Fire can be used to combat Ice and Water to combat Lightning and vice-versa. Thus, a Fire creature will prove highly vulnerable to Ice attacks.

The game uses tables to depict your opponents' elemental characteristics. The four elements are shown using colours, while the abbreviations indicate how an opponent will react to the element in question.

You may find that a weapon's ability may combine more than one elemental characteristic. If this is the case, then the element that inflicts the greatest damage on your opponent will automatically take precedence, while the weaker elements are rendered redundant. The sequence is as follows: x **1.5**, **1/2**, /, **+**

Example: the Ice attack will only inflict 50% damage on your opponent, and he will absorb any Fire attacks. If you attack using a weapon with both the Fire and Ice elemental characteristics, Ice would have the more powerful effect (1/2), and will therefore take precedence.





x1.5	Damage is increased by 50%.
+	Your opponent converts the "damage" into HP points for himself.
/	Your opponent suffers no damage.
1/2	Your opponent only suffers 50% damage.

THE FIFTH ELEMENT

The rare Holy element is not part of the element system. It is only manifested using the White Magic spell Holy or the Blessed Gem item.

HOLY

SWITCHING CHARACTERS

You can change any character in combat by using L1 to recall him from the battlefield during his turn and replacing him with another party member. At the left of your screen, you'll see a window showing the characters who can be sent into the fray (a sort of substitute bench). Replacing a character does not count as a turn: your substitute can participate in the battle immediately.

THE MAIN COMMANDS: A SUMMARY

At your characters' turn, you'll see their Main Commands at the bottom left of your screen. Scroll up and down to see all the Main Commands.

Attack
An arrow will indicate your target when using an equipped weapon to attack an opponent. If you are confronting several enemies at once, you can select which one to target. You can even target the other members of your party.

Summon
Yuna is the only character who can summon aeons. These useful creatures enter battle in place of your party. Take a look at the Aeons section on page 18 for more details.

Skill / Special
This enables your characters to use Special attacks or Skills, if they have any.

Blk Magic / Wht Magic
Select a spell, and then decide whom you wish to direct it at.

Item
Various items can be used in battle, such as healing Potions or Ether (the latter restores MP).

THE SUB COMMANDS: A SUMMARY

When selecting Main Commands, move your left analog stick to the right to select Sub Commands.

Weapon / Armour
Do you want to change your equipment? Your current equipment is indicated by the triangle in the top left corner of the weapon icon. Although switching equipment counts as an action, the recovery phase is very short, around one-third of that required after a conventional attack.

Escape
If you want the character in question to leave the fray immediately, just select Escape, although there is a chance that you may not succeed. If all your heroes leave the battlefield, the battle is lost. You cannot expect to receive AP or any other rewards unless you managed to defeat at least one opponent before taking flight, in which case you'll receive AP or other rewards on a pro-rata basis.

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THE DAMAGE DISPLAY

The amount of HP lost is shown any time damage is suffered. Certain attacks also affect the MP level. White text denotes damage, while green text denotes healing. The following terms are used to indicate other effects:

Immune	Status effect did not work
Miss	Attack missed its mark
Overkill	Fatal hit, far beyond the remaining HP

The higher your Luck level, the greater the likelihood of critical hits. Overkill occurs if your final hit depletes your opponent's HP by most (or more) of his original total HP. This will result in your characters being rewarded for their victory with more AP and extra items. In the case of certain formidable monsters you will always achieve an Overkill if you land the final blow with a hit that inflicts the maximum possible damage (99,999 points).

STATUS EFFECTS

Once a character is afflicted by a status effect, the relevant icon will appear above his head. Status effects can be both positive and negative, and their maximum duration is until the end of a specific battle. The two tables below list all status effects together with their effects, duration and the manner in which the status effect can be lifted.

POSITIVE STATUS EFFECTS

Status effect	Feature	Effect
Auto-Life	Halo above the character's head	A character who has been KO'd will automatically be revived with 25% of maximum HP.
Defend	-	Damage inflicted by physical attacks is halved.
Distil Ability	-	Your opponent drops Ability Spheres when defeated.
Distil Mana	-	Your opponent drops Mana Spheres when defeated.
Distil Power	-	Your opponent drops Power Spheres when defeated.
Distil Speed	-	Your opponent drops Speed Spheres when defeated.
Guard	-	The character takes physical attacks intended for their teammates.
Haste	Quicker movements	The interval until the character's next turn is halved.
NulBlaze	Red sphere circles the body	Your party is rendered immune to one Fire spell / Fire attack each.
NulFrost	Pale blue sphere circles the body	Your party is rendered immune to one Blizzard spell / Ice attack each.
NulShock	Orange sphere circles the body	Your party is rendered immune to one Thunder spell / Lightning attack each.
NulTide	Blue sphere circles the body	Your party is rendered immune to one Water spell / Water attack each.
Protect	Blue protective shield appears once the effect comes into force	The damage inflicted by physical attacks is halved.
Reflect	White protective wall once the effect comes into force	Certain spells are reflected. (*1)
Regen	Entire body glows purple	HP is automatically restored every round.
Scan	-	Detailed data shown concerning the individual targeted.
Sentinel	-	Characters Guards allies when in Defensive stance.
Shell	Orange protective sphere appears once the effect comes into force	The effects of magic are halved, including those of healing spells.

*1: A spell can only be reflected once. You can exploit this if your opponent uses Reflect to protect himself: inflict the Reflect status effect on your characters as well and then use spells to attack yourselves. These spells will now be reflected onto your opponent ... and since he cannot reflect them on, he'll suffer the consequences!

NEGATIVE STATUS EFFECTS

Status effect	Feature	Effect
Armour Break	-	Defence drops to zero. The armoured characteristic is lifted.
Berserk	Entire body glows red	Strength increases, but the attacks can no longer be controlled.
Confusion	Little stars spin around the head	The individual affected attacks everyone randomly.
Curse	Head smokes and the body darkens	The individual affected cannot use an Overdrive; Overdrive gauge does not increase.
Darkness	Black mist in front of eyes	The hit ratio of physical attacks drops significantly.
Doom	Countdown above the head	The character is KO'd as soon as the meter drops to 0.
KO	Character falls to the ground	The character falls to the ground, can neither fight nor act and cannot be replaced.
Magic Break	-	Damage inflicted by affected character's magic attacks (i.e. attacks which can be weakened using Shell) is halved.
Mental Break	-	Magic Defence drops to zero.
Petrification	Character turns grey and stops moving	The character is petrified and can no longer act.
Poison	Green bubbles above the head	HP drop with each round.
Power Break	-	Damage inflicted by physical attacks is halved.
Provoke	-	The character draws all enemy attacks onto himself.
Silence	Speech bubble with three dots	The affected individual can no longer cast spells.
Sleep	"ZZ…" above the head	The affected individual sleeps and can no longer act. Enemy hits inflict 50% more damage.
Slow	Movements become slower	Character's Agility drops, so he gets fewer turns in battle.
Threaten	Character is petrified	The monster/character freezes with fright.
Zombie	Head smokes; body turns green	Any healing spell will have the opposite effect, inflicting damage instead.

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Expires after
Character has been KO'd and then revived once.
One round
Use of other Distil modes
Use of other Distil modes
Use of other Distil modes
Use of other Distil modes
One round
Dispel, Purifying Salt, Aero Spark, Slow or Threaten
Fire attack, Dispel, Purifying Salt or Aero Spark
Ice attack, Dispel, Purifying Salt or Aero Spark
Lightning attack, Dispel, Purifying Salt or Aero Spark
Water attack, Dispel, Purifying Salt or Aero Spark
Dispel, Purifying Salt or Aero Spark
Dispel, Purifying Salt or Aero Spark
Dispel, Purifying Salt or Aero Spark
-
One round
Dispel, Purifying Salt or Aero Spark

Terminated by using
Dispel
Esuna, Remedy, Confuse or Threaten
Esuna, Remedy, Berserk or physical hits
Dispel or Holy Water
Esuna, Eye Drops, Remedy or Al Bhed Potion; otherwise after a variable number of rounds
KO effect
Life, Full-Life, Phoenix Down, Mega Phoenix or Auto-Life
Dispel
Dispel
Esuna, Soft, Remedy or Al Bhed Potion
Esuna, Antidote, Remedy or Al Bhed Potion
Dispel
Berserk or Threaten; the same if the caster is put out of action by Petrification, KO or flight.
Esuna, Echo Screen or Remedy; otherwise after a variable number of rounds
Esuna, Remedy or physical hits; otherwise after a variable number of rounds
Esuna, Remedy, Haste or Threaten, otherwise after a variable number of rounds
Berserk or Provoke; the same if the caster is put out of action by Petrification, KO or flight. Otherwise, the effect ends with the caster's next turn.
Holy Water or Remedy

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OVERDRIVE

During battle, you'll see a bar beneath your characters' levels. The speed at which this gauge fills varies from battle to battle. Once it is full, you can use an Overdrive attack.

Your character's Overdrive gauge is initially filled by enemy hits, but there are also various other Overdrive Modes which your fighters can learn over time. You can select different Modes and assign them to each character in the Overdrive sub-menu.

Once a character's gauge is full, move your left analog stick to the left to view the generic term for that particular fighter's Overdrives. Press ⊗ to see a list of all the character's Overdrive techniques.

THE OVERDRIVE MODES

A character must have experienced specific battle situations several times in order to learn a new Overdrive Mode. For example, Yuna will learn the Daredevil Mode once she has participated in 90 battles with less than 50% of her HP.

LEARNING THE OVERDRIVE MODES

Mode	Learning condition	Tidus	Yuna	Wakka	Lulu	Kimahri	Auron	Rikku
Ally	It's the character's turn.	600	500	350	480	300	450	320
Avenger	An ally is KO'd by an enemy attack.	100	80	100	150	100	120	90
Comrade	Comrades suffer damage inflicted by opponents.	300	240	100	100	100	220	100
Coward	The character flees the battlefield.	600	900	400	980	700	1000	450
Dancer	The character evades the opponent's attack (Miss).	250	200	200	300	130	200	200
Daredevil	The character battles with less than 50% of his HP.	170	90	140	150	200	260	110
Healer	The character restores his comrades' HP.	80	60	100	170	100	200	70
Hero	The character defeats a powerful opponent (i.e. an opponent with over 10,000 HP). (*1).	50	50	50	70	45	40	50
Loner	The character is battling alone and it's his turn.	60	180	110	45	90	35	170
Rook	The character uses status effects to prevent or reduce damage inflicted by an opponent.	120	110	120	120	120	120	120
Slayer	The character defeats an opponent. (*1).	100	110	90	130	120	80	100
Stoic	The character loses HP through an opponent's attack (default setting).	-	-	-	-	-	-	-
Sufferer	The character is suffering a status effect inflicted by an opponent and it's his turn.	120	100	110	130	100	160	125
Tactician	The character inflicts a negative status effect on an opponent.	75	100	80	75	60	110	90
Victim	The character suffers a status effect due to an opponent's attack.	100	80	100	110	130	120	90
Victor	The party emerges victorious from battle.	120	150	160	200	120	200	140
Warrior	The character inflicts damage on an opponent (but not by using an item or Overdrive).	150	200	160	300	120	100	140

*1: The character must land the 'death blow'.

YOUR CHARACTERS' OVERDRIVES

The Overdrives are as diverse as the characters themselves. Some are a little tricky to execute, but you'll find that practice makes perfect.

TIDUS: SWORDPLAY

The countdown has started: press ⊗ once the bar has reached the middle of the display. The quicker you are, the greater the damage. You'll have to use existing Overdrives successfully in order to learn new Overdrive techniques. When using the Blitz Ace Overdrive, remember that the countdown and display will only appear after Tidus has attacked eight times.

SWORDPLAY VARIANTS

Overdrive	Affects	Effect if unsuccessful	Countdown	Effect if successful	Learning condition
Spiral Cut	One opponent	Attack with attack power 24	3 Sec.	Attack with attack power 32	None; already learnt
Slice & Dice	1-3 opponents	3 attacks with attack power 8	3 Sec.	6 attacks with attack power 6	10 Overdrive attacks (* 1)
Energy Rain	All opponents	Attack with attack power 20	3 Sec.	Attack with attack power 26	30 Overdrive attacks (* 1)
Blitz Ace	One opponent	8 attacks with attack power 4	2 Sec.	8 attacks with attack power 4 and 1 attack with attack power 24	80 Overdrive attacks (* 1)

*1: Regardless of success!

YUNA: GRAND SUMMON

Yuna summons an aeon with a full Overdrive gauge. Once the aeon has used his Overdrive, the gauge will drop to the previous level. If the gauge was full before, the aeon can perform two Overdrive attacks.

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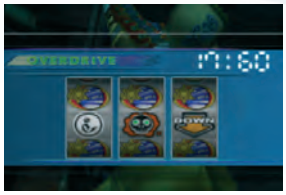
WAKKA: SLOTS

With Wakka's first Overdrive Element Reels, you'll see three rotating reels bearing the colours of the four elements. Press ⊗ to stop the reels one after the other. If you manage to do this within the time limit (easy enough!), the damage will be increased. If you manage to match three identical symbols, the attack will be significantly more powerful... and will be directed against all opponents. Winning blitzball games enables Wakka to learn new Overdrives.



THE SYMBOLS

Symbol								
	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	Fire
	Special effect	-						
	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	Lightning
	Special effect	-						
	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	Water
	Special effect	-						
	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	Ice
	Special effect	-						
1Hit	Two identical symbols	One opponent (random)	Three identical symbols	One opponent (random)	Attack and strength	Number x 10	Element	-
	Special effect	The number on the "1 Hit" and "2 Hit" symbols is added; in the case of three identical symbols the number is doubled. A corresponding number of strength-10 attacks will be executed.						
2Hit	Two identical symbols	One opponent (random)	Three identical symbols	One opponent (random)	Attack and strength	Number x 10	Element	-
	Special effect	The number on the "1 Hit" and "2 Hit" symbols is added; in the case of three identical symbols the number is doubled. A corresponding number of strength-10 attacks will be executed.						
	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	-
	Special effect	Inflicts the status effects Poison and the Sleep, Silence and Darkness status effects for three rounds.						
DOWN	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	-
	Special effect	Inflicts the Power Break, Magic Break, Armour Break and Mental Break status effects.						
	Two identical symbols	One opponent (random)	Three identical symbols	All opponents	Attack and strength	34	Element	-
	Special effect	Inflicts the Petrification status effect, causes your opponent to drop slightly in the CTB window.						
	Two identical symbols	-	Three identical symbols	All opponents	Attack and strength	72	Element	-
	Special effect	-						
Three different symbols	Two identical symbols	-	Three identical symbols	-	Attack and strength	34	Element	-
	Special effect	In the case of three different symbols, an attack will be directed at a random opponent.						

SLOTS VARIANTS

Overdrive	Symbols
Element Reels	
	Elemental attack will be executed if at least two identical symbols are stopped.
Attack Reels	1Hit 2Hit Miss
	Several consecutive physical attacks can be executed. The figures shown on the three reels that are stopped are added. The number of attacks will also double in the event of three identical symbols.
Status Reels	DOWN
	Attack with Status Effect will be executed if at least two identical symbols are stopped.
Aurochs Reels	1Hit 2Hit Miss DOWN
	If all three reels are stopped on the Aurochs symbol, a particularly powerful attack will be executed.

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LULU: FURY

Lulu can use Fury to multiply the effect of a spell (and to direct it against several opponents) without using up MP. Just rotate your right analog stick as quickly as possible within the tight time limit. Lulu can use her Overdrive even if she has run out of MP or has fallen victim to the Silence status effect. If Lulu decides to use Fury, opponents will be unable to protect themselves using Reflect or Shell.

The quicker you rotate the right analog stick, the more spells Lulu will cast one after the other. A Fury's maximum 16 spells will be distributed randomly among your opponents. However, Lulu will have to have learnt the relevant spell in order to execute a Fury.

FURY VARIANTS

Overdrive	Strength	Note
Fire Fury	5	-
Fira Fury	10	-
Firaga Fury	18	-
Thunder Fury	5	-
Thundara Fury	10	-
Thundaga Fury	18	-
Water Fury	5	-
Watera Fury	10	-
Waterga Fury	18	-
Blizzard Fury	5	-
Blizzara Fury	10	-
Blizzaga Fury	18	-
Bio Fury	-	Up to 80% chance of inflicting Poison
Demi Fury	-	Reduces HP by 12.5%
Death Fury	-	Up to 80% chance of inflicting KO
Drain Fury	9	Draws HP from your opponent
Osmose Fury	4	Draws MP from your opponent
Flare Fury	22	-
Ultima Fury	28	-

KIMAHRI: RONSO RAGE

Kimahri can use any abilities that he's learnt from opponents using Lancet as Overdrive techniques. His Overdrive gauge will be fully replenished each time he uses Lancet to learn an ability.

RONSO RAGE VARIANTS

Overdrive	Affects	Attack power	Can be learnt from, by using Lancet	Note
Jump	One opponent	32	Already learnt	-
Thrust Kick	One opponent	33	YKT-63, YAT-97 or Biran Ronso	-
Doom	One opponent	-	Ghost, Wraith or Biran Ronso	Inflicts the Doom status effect on opponents
Fire Breath	All opponents	24	Dual Horn, Valaha, Grendel or Yenke Ronso	-
Aqua Breath	All opponents	26	Chimera, Chimera Brain or Yenke Ronso	-
Bad Breath	All opponents	-	Malboro, Great Malboro or Biran Ronso	Inflicts the Poison status effect on opponents, and inflicts Sleep, Silence and Darkness for 10 rounds
Stone Breath	All opponents	-	Basilisk, Anacondaur or Yenke Ronso	Inflicts the Petrification status effect on opponents
Seed Cannon	All opponents	33	Ragora, Sandragora or Grat	-
Self-Destruct	All opponents	-	Bomb, Grenade, Puroboros or Biran Ronso	Damage amounting to Kimahri's maximum HP x3; Kimahri is removed from the battlefield
Nova	All opponents	70	Omega Weapon	-
Mighty Guard	All characters	-	Behemoth, Behemoth King or Biran Ronso	Inflicts the NulBlaze, Nulshock, NulTide, NulFrost, Shell and Protect status effects
White Wind	All characters	40	Dark Flan, Spirit or Yenke Ronso	Restores HP

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AURON: BUSHIDO

Auron's Overdrive attacks will achieve their full potential if you manage to press a specified button combination correctly within a tight time limit. The quicker you input the combination, the more powerful the effect. You'll have to collect Spheres to enable Auron to learn new Overdrives – see the second table (Spheres for Auron).

Even if you press the wrong button combinations - or none at all - Auron's Bushido is still pretty powerful (see "Effect if unsuccessful"). If your input is successful, the damage will be increased and there will be an additional effect (see "Effect if successful"). However, if your opponent is immune to the additional effect, the status-neutral "variant" will automatically be used to attack.

BUSHIDO VARIANTS

Overdrive	Affects	Effect if unsuccessful	Countdown	Execution	Effect if successful	Variant	Learning condition
Dragon Fang	All opponents	Attack with attack power 16	4 sec.	↓←↑→L1 R1 ○ ✕	Attack with attack power 17, as well as Delay Attack	Attack with attack power 19	None - already learnt
Shooting Star	One opponent	Attack with attack power 24	4 sec.	△ ○ □ ○ ← → ✕	Attack with attack power 24; your opponent is hurled from the battlefield (Eject)	Attack with attack power 27	1 Jecht Sphere
Banishing Blade	One opponent	Attack with attack power 28	4 sec.	↑ L1 ↓ R1 → ← △	Attack with attack power 28, as well as Power Break, Magic Break, Armour Break, Mental Break	Attack with attack power 30	3 Jecht Spheres
Tornado	All opponents	2 attacks with attack power 15	3 sec.	✕ → R1 ← L1 △	2 attacks with attack power 20	-	10 Jecht Spheres

SPHERES FOR AURON

Sphere	Location where found*
Auron's Sphere	Mushroom Rock
Braska's Sphere	Mt. Gagazet
Jecht Sphere 1	Macalania Woods
Jecht Sphere 2	Besaid Village
Jecht Sphere 3	S. S. Liki
Jecht Sphere 4	Luca Stadium
Jecht Sphere 5	Mi'ihen Highroad
Jecht Sphere 6	Moonflow
Jecht Sphere 7	Thunder Plains
Jecht Sphere 8	Macalania Woods

* Detailed information on the locations can be found in the Secrets chapter.

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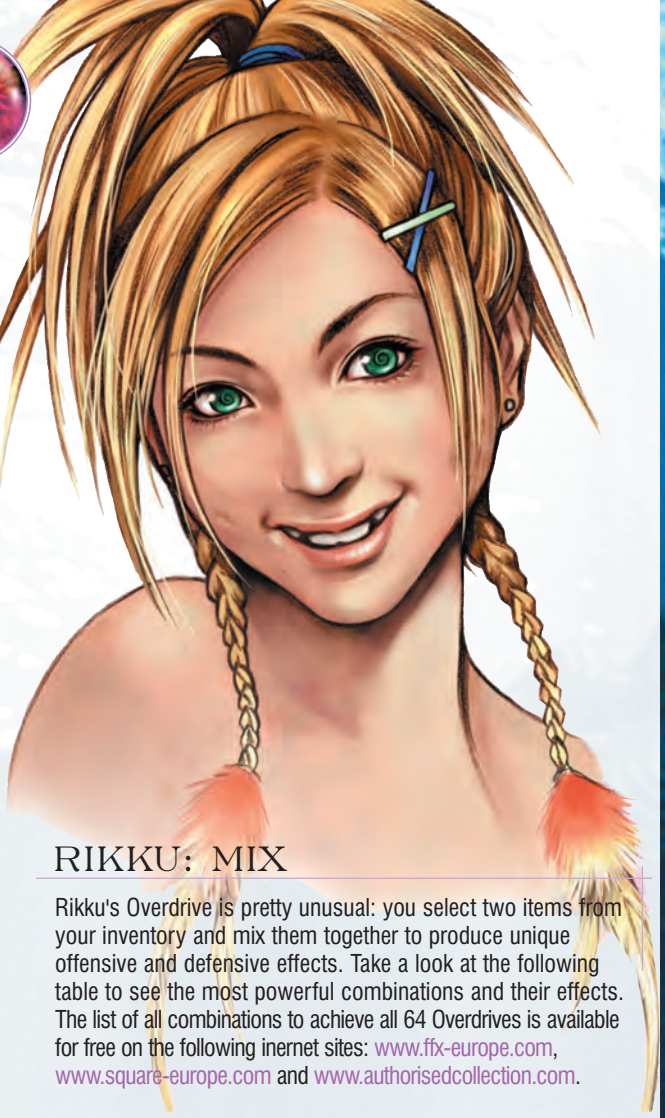

RIKKU: MIX

Rikku's Overdrive is pretty unusual: you select two items from your inventory and mix them together to produce unique offensive and defensive effects. Take a look at the following table to see the most powerful combinations and their effects. The list of all combinations to achieve all 64 Overdrives is available for free on the following inernet sites: www.ffx-europe.com, www.square-europe.com and www.authorisedcollection.com.

MIX VARIANTS

1st Item	2nd Item	Mix result
Antidote	Map	Megalixir
Hi-Potion	Lv. 1 Key Sphere or Lv. 2 Key Sphere	Final Elixir
Potion	Stamina Tablet	Mega Vitality
Lunar Curtain, Light Curtain or Star Curtain	Lunar Curtain or Light Curtain	Super Mighty G
Musk, Hypello Potion or Shining Thorn	Musk, Hypello Potion or Shining Thorn	Hyper NulAll
Bomb Core	Lv. 2 Key Sphere	Burning Soul
Lightning Marble	Lv. 2 Key Sphere	Lightning Bolt
Dragon Scale	Lv. 2 Key Sphere	Tidal Wave
Arctic Wind	Lv. 2 Key Sphere	Winter Storm
Power Sphere, Magic Sphere, Speed Sphere or Ability Sphere	Power Sphere, Magic Sphere, Speed Sphere or Ability Sphere	Frag Grenade
Grenade	Map	Hazardous Shell
Sleeping Powder, Silence Grenade or Smoke Bomb	Lv. 3 Key Sphere, Lv. 4 Key Sphere, HP Sphere or MP Sphere	Chaos Grenade
Bomb Fragment, Electro Marble, Fish Scale or Antarctic Wind	Luck Sphere or Designer Wallet	Miracle Drink
Lv. 3 Key Sphere or Lv. 4 Key Sphere	Pendulum, Door to Tomorrow, Wings to Discovery or Underdog´s Secret	Trio of 9999
Ether	Musk	Freedom X
Elixir	Lv. 1 Key Sphere or Lv. 2 Key Sphere	Hot Spurs
Megalixir	Lv. 1 Key Sphere or Lv. 2 Key Sphere	Eccentrick

*1: until the end of the battle, or until KOd

THE TRIGGER COMMANDS

Trigger Commands will be available to you at certain points in the game. They can be executed in pretty much the same way as a normal attack.

GAME OVER

If all your fighters are knocked out during battle, the message Game Over will appear on screen. The only exceptions are battles against Belgemine, as well as those carried out at the Sphere Monitor and in the Monster Arena.

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Effect
All characters' HP and MP are fully restored.
All characters' HP and MP are fully restored, and all negative Status Effects are lifted.
All characters' maximum HP levels are doubled. (*1)
Shell, Protect, Haste and Regen are casted on all characters.
NulBlaze, NulTide, NulShock and Nul Frost are cast on all characters. In addition, their Strength, Defence, Magic and Magic Defence attributes rise by 5 points. (*1)
Around 900 HP Fire damage is inflicted 9 times on an opponent randomly selected each time.
Around 900 HP Thunder damage is inflicted 9 times on an opponent randomly selected each time.
Around 900 HP Water damage is inflicted 9 times on an opponent randomly selected each time.
Around 900 HP Ice damage is inflicted 9 times on an opponent randomly selected each time.
All opponents suffer around 800 damage points, and are very likely to suffer the Armour Break status effect.
All opponents suffer around 2,200 damage points and are very likely to suffer the Sleep, Silence, Darkness and Poison status effects.
All opponents suffer around 7,300 damage points each, and are very likely to suffer the Sleep, Silence, Darkness, Poison, Power Break, Magic Break, Armour Break, Mental Break and Slow status effects.
All attacks become Critical Hits. (* 1).
All of your character's attacks and healing cause 9,999 HP damage or restoration. (*1)
All characters can deploy their Command Abilities without using up MP.
All characters' Overdrive gauges fill 1.5 x more quickly.
All characters' Overdrive gauges fill 2 x more quickly.

SOME REWARDS FOR YOUR TROUBLE

Accounts are settled when you emerge victorious from battle. All characters who participated in a battle and who survived are awarded AP, which is used to progress towards the next Sphere Level. You'll also find that you'll be rewarded with a few extra Gil and bonus items or equipment.

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Characters

CHARACTERS

On the following pages you'll learn about the seven characters who will join your party during your adventure.

We've provided some background information on each character as well as a short summary of their skills, such as Overdrive techniques. Detailed information on your characters' abilities, spells, weapons and armour can be found in the How to Play and the Items chapter.

After the character descriptions, you'll find a brief overview of the aeons, magical creatures whom Yuna can summon during battle. You'll discover how to find them, and you'll also learn about their skills.

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TIDUS

Sin's mysterious power hurls Tidus, the young star of the Zanarkand Abes blitzball team, into the greatest adventure of his life. Sin transports him to a far-away land… and it seems there's no way back. Far from his home and all that he knows, Tidus develops tender feelings for the beautiful Yuna. To cap it all, his conflict with his father Jecht, who also was a star blitzball player before disappearing, flares up again…

Age: 17

Joins the group: Tidus is present from the beginning.

Battle style: Tidus is a dexterous fighter, so he is good against fast enemies. Although he often misses flying opponents, he can fight underwater.

Tidus possesses abilities which he can deploy during battle. For example, at the beginning of the adventure he is the only character who can use the "Flee" abilitiy to withdraw the entire party from battle.

Tidus can use his Overdrive techniques to inflict severe damage on his opponents. If you select the Overdrive attack "Swordplay", keep an eye on the display and try to stop the bar in the selected area using your ⊗ button. The quicker you succeed, the greater the damage inflicted. Practice makes perfect: by repeatedly executing successful Overdrives, Tidus can learn new ones.

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YUNA

Yuna, an apprentice summoner, is the daughter of Braska, the popular High Summoner. He died ten years ago while defeating the evil power of Sin. The prayer in the Besaid Temple transformed her into a fully-fledged summoner, enabling her to summon aeons. Yuna's goal is to find the Final Aeon and take on Sin - an ambition which requires her to travel the length and breadth of Spira.

Age: 17

Joins the group: Besaid Island, Temple (see page 59)

Battle style: Yuna is one of the weakest characters when it comes to close combat. Yuna's forte is the use of White Magic, a school of magic which uses numerous healing spells (see the How to Play chapter, page 17). She is also the only character who learns how to summon aeons: these useful creatures fight battles on behalf of the group (see page 18).

The Grand Summon Overdrive enables Yuna to summon aeons with full Overdrive gauges. Once the aeon has used his Overdrive technique, his gauge drops back to its previous level.

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WAKKA

Wakka is captain of the unsuccessful blitzball team, the Besaid Aurochs, who have yet to win a game. It seems that their run of bad luck is finally at an end, thanks to Tidus... Wakka is also one of Yuna's guardians, and hopes to devote all his energies to his guardianship duties after this year's blitzball tournament.

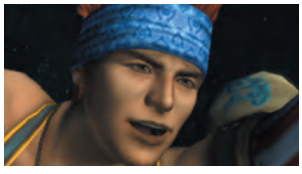
Age: 24

Joins the group: Besaid Island, Beach (see page 54)

Battle style: Wakka has plenty of HP. He is physically stronger than Tidus, especially when taking on distant or flying opponents whom he hits with his blitzball - a weapon which he also uses against underwater enemies.

Wakka can learn different skills and then deploy them in battle. Like spells, these skills - which may, for example, cause various status effects - consume MP.

As soon as you deploy Wakka's Slots Overdrive, a fruit machine with three dials will start to turn. The symbols will determine the type and strength of the resulting attack. Wakka's Overdrive skills can be improved by winning blitzball matches.



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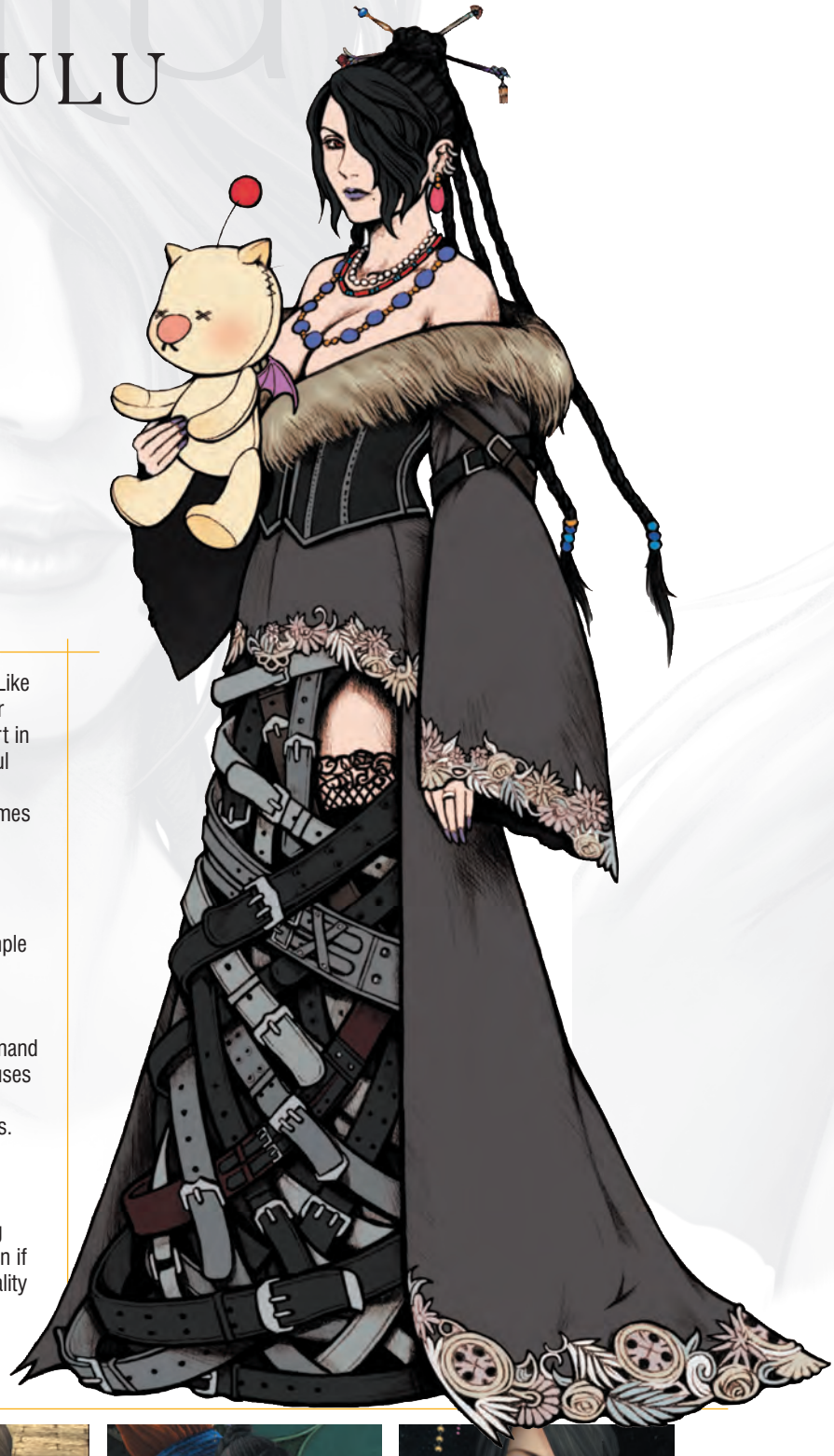
LULU



Lulu is also one of Yuna's guardians. Like Wakka, she views Yuna as a younger sister in need of protection. An expert in Black Magic, Lulu has a few powerful spells at her disposal. Although she appears calm, in control of any situation and sometimes cold, Lulu hides a fierce yet compassionate nature.

Age: 22

Joins the group: Besaid Island, after leaving the Temple (see page 59)

Battle style: Physically, she is one of the weakest members of the party. Lulu's strength lies in her command of magic, she specialises in Black Magic and mainly uses attack spells. She also uses dolls which will remind gamers of familiar figures from the Final Fantasy series.

The Fury Overdrive skill enables Lulu to use all her familiar spells several times without consuming additional MP. To do this, just rotate your right analog stick repeatedly. This enables Lulu to cast magic even if she has been affected by the Silence status abnormality (see How to Play, page 26).

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KIMAHRI RONSO

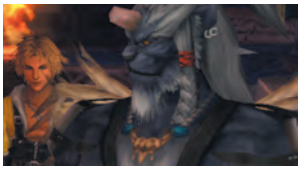
A member of the Ronso tribe, Kimahri is a taciturn warrior who prefers action to words. Another of Yuna's guardians, he has watched over her since she was a small child.

Age: 25

Joins the group: On board the S.S. Liki, (see page 62)

Battle style: Kimahri is one of the group's best close-combat fighters, second only to Auron. However, he is unable to take on opponents under water.

The Lancet technique enables Kimahri to learn skills from his opponents. Abilities learnt using Lancet can be deployed in the form of an Overdrive attack, as soon as his Overdrive gauge is full. Incidentally, the gauge is fully replenished as soon as he successfully gains knowledge of an abilitiy using Lancet.



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AURON

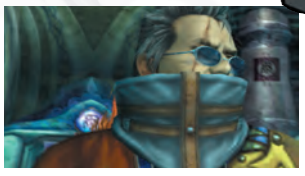
Auron is the legendary guardian who defeated the evil Sin ten years ago together with Braska, Yuna's father. Auron also stood by Tidus when the city of Zanarkand was destroyed: Tidus owes his first sword to Auron. A man of few words, Auron lets his powerful blade do the talking. He joins the group in order to defeat Sin once and for all.

Age: 35

Joins the group: Luca, during the blitzball tournament (see page 76)

Battle style: Although Auron is one of the group's most powerful fighters in close combat, he is somewhat sluggish and cannot take on opponents under water.

In order to render Auron's Bushido Overdrive particularly effective, you'll have to press a specific button combination on your controller within a set time limit (see also How to Play, page 27). Collecting Jecht Spheres is the primary requirement for learning new Overdrives.



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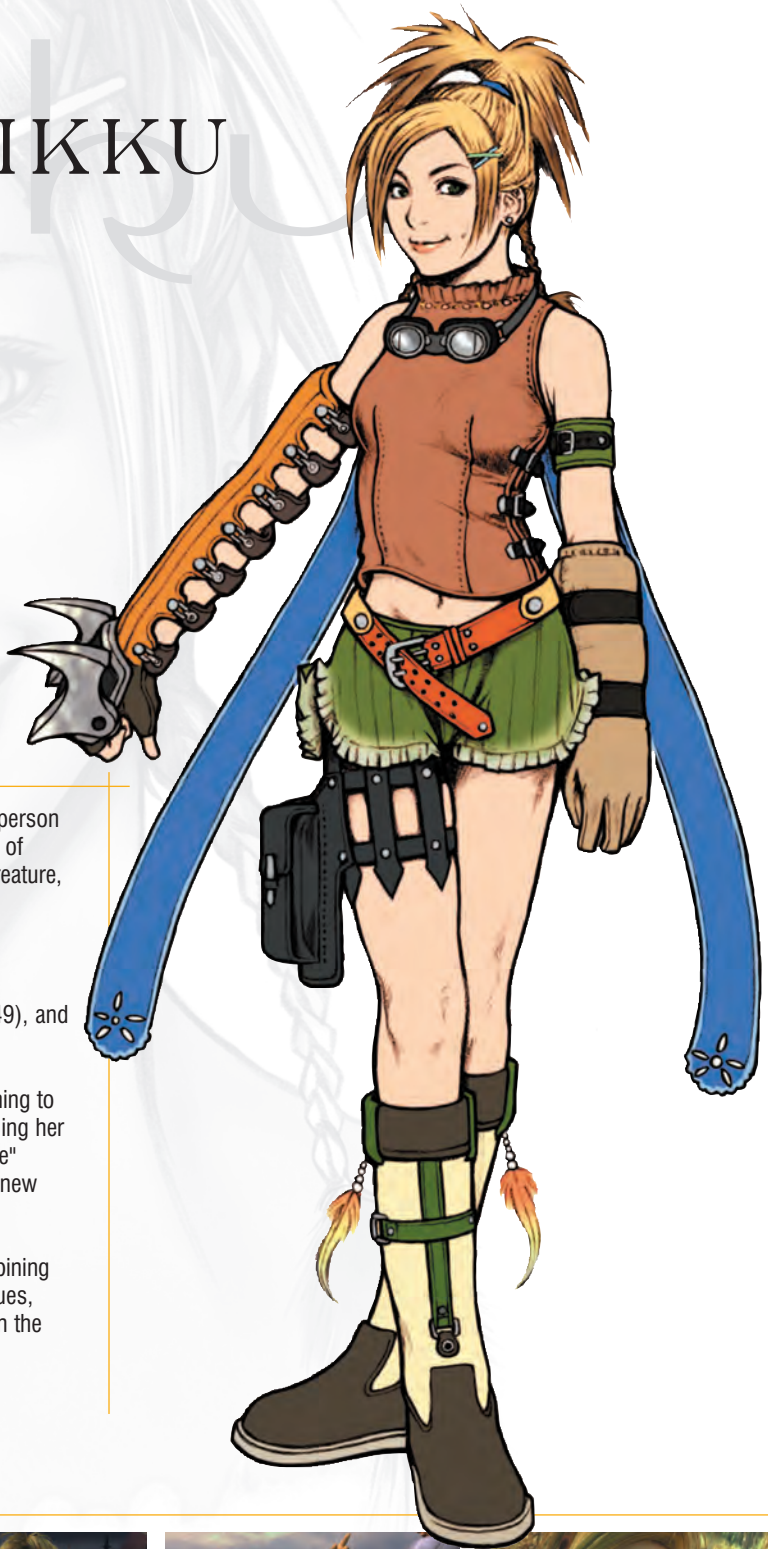
RIKKU



This sparky Al Bhed girl is the first person encountered by Tidus in the world of Spira. Rikku is a tender-hearted creature, unlike many other Al Bhed.

Age: 15

Joins the group: Spira, after Tidus' arrival (page 49), and Moonflow – North Bank (page 92)

Battle style: Rikku's physical combat may be nothing to write home about, but she can learn abilities enabling her to rob opponents. Later on she can learn the "Bribe" abilitiy, which will also enable you to obtain a few new items (see Monsters chapter).

Rikku's Mix Overdrive techniques result from combining two items. There are 64 possible different techniques, ranging from attack to healing (see also page 28 in the How to Play chapter).

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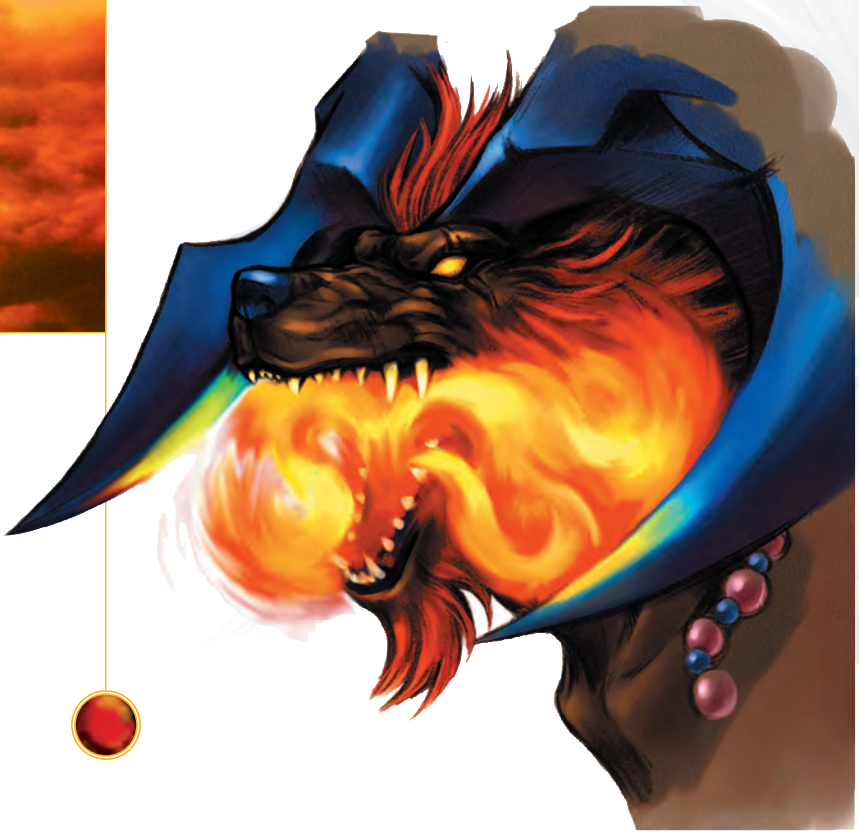
VALEFOR

Location: Besaid, Temple (see page 59)

Battle style: Since Valefor can fly, this agile aeon can generally avoid ground attacks.

Sonic Wings generates a shock wave which hits all your enemies, delaying their subsequent attacks. If you deploy this technique several times, your opponents may simply not have a chance to attack…

Valefor can hit all his opponents with an Energy Ray, inflicting non-elemental damage. If Yuna is in possession of the "Nirvana" weapon, Valefor's Overdrive attacks will inflict over 9,999 damage points.



IFRIT

Location: Kilika, Temple (see page 70)

Battle style: This aeon has immense physical strength and can deploy fire elemental attacks, but unfortunately he's also vulnerable to assault. However, Ifrit does have a useful regeneration ability: fire attacks such as Fire, Fira or Firaga will heal the creature!

Meteor Strike is a non-elemental attack, the effect of which is directed against just one opponent. This attack can come in very handy, especially against distant enemies.

Hellfire bathes all your opponents in raging flames, inflicting severe damage. In order to deplete your enemies' HP by over 9,999 points, Wakka must be in possession of the World Champion weapon.

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IXION

Location: Djose, Temple (see page 88)

Battle style: Ixion has a high level of defensive power against attacks, so it's a good idea to summon this aeon when your group is in deep trouble.

Aerospark is directed against individual opponents and inflicts non-elemental damage. The effect of the following spells is nullified during this attack: Shell, Protect, Haste, Regen, Reflect, NulAll, NullBlaze, NulFrost, NulShock and NulTide.

The Thor's Hammer Overdrive causes lightning elemental damage to all opponents. If Kimahri is in possession of the Spirit Lance, Ixion will inflict over 9,999 HP damage with Thor's Hammer.

SHIVA

Location: Macalania, Temple (see page 102)

Battle style: This aeon attacks swiftly, relying on ice elemental attacks - one reason why Shiva is known as the Ice Queen.

When using Heavenly Strike, a gigantic block of ice falls on an opponent, delaying his next attack and inflicting non-elemental damage.

The Ice Queen uses the Diamond Dust Overdrive to freeze all opponents. She then destroys the ice with a snap of her fingers, inflicting damage on the enemy. The damage inflicted can exceed 9,999 points if Lulu is in possession of the Onion Knight weapon.

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BAHAMUT

Location: St. Bevelle, Temple (see page 114)

Battle style: Bahamut is very strong and well able to defend himself. His physical attacks inflict more damage than those of the other aeons, and this dragon creature also has some spells at his disposal: Firaga, Waterga, Thundaga and Blizzaga.

The powerful magic attack Impulse is directed against all opponents. However, Bahamut will then need to take a breather for one round...

The Mega Flare Overdrive attack inflicts over 9,999 damage points… and there's no need for a character to possess a specific weapon. All your opponents will find themselves bathed in the raging flames - a devastating attack!

YOJIMBO

Location: Cavern of the Stolen Fayth – (an optional part of your adventure, see Secrets chapter)

Battle style: The aeon's attack method will vary depending on how much you pay him (see Secrets chapter).

Daigoro, Kozuka (one opponent each), Wakizashi (one or all opponents) and Zanmato (all opponents): As mentioned above, the attack method used depends on how much cash you lay down. In order to deplete your enemies' HP by over 9,999 points, Auron must be in possession of the Masamune weapon.

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ANIMA

Location: Baaj, Temple – (an optional part of your adventure, see Secrets chapter)

Battle style: This aeon's Pain and Oblivion attacks are very powerful, so this is a useful creature to have by your side in any situation.

Pain is directed against one opponent and is highly likely to cause instant death. On the other hand, it entails a prolonged recovery time.

The Oblivion Overdrive exposes all opponents to non-elemental damage. There's no need for a character to possess a specific weapon: this attack will still inflict over 9,999 damage points. Oblivion is one of the most powerful Overdrive attacks - no weapon can enhance its devastating effect.

THE MAGUS SISTERS

Location: Remiem Temple – (an optional part of your adventure - see Secrets chapter)

Battle style: The Magus Sisters - Cindy, Mindy and Sandy - are three separate aeons, so they're a little tricky to control. They can be summoned even if one or two of the Sisters are out of action.

Camisade (Cindy), Passado (Mindy), Razzia (Sandy): Unlike the other aeons, the Magus Sisters have to be asked nicely before they attack. You have a maximum of eight options in this regard (take a look at the Secrets chapter to find out more).

If all three Overdrive gauges are filled simultaneously, you can choose Combine Powers. The Sisters will then join forces to launch a non elemental attack which will hit all your opponents, inflicting over 9,999 damage points. Again, there's no need for a character to possess a specific weapon.

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Walkthrough

WALKTHROUGH

STRATEGY

The Walkthrough suggests strategies which will enable you to defeat the various monsters in record time. We indicate the attack modes, skills and abilities which you can use. You'll also see information on your opponent's special abilities - after all, forewarned is forearmed!

MONSTER INFORMATION

Take a look at the information boxes. Here you'll find all the main details concerning the boss monsters. As well as their HP and AP levels, you'll see a list of their strengths and weaknesses and the items which you can take from them using Steal. Take a look at the section on Elemental characteristics to see how your opponent will react to Fire, Lightning, Water or Ice attacks. There are four specific reaction modes: "damage x 1.5", "half damage", "absorbs" and "immune". Although such details are often shown within the game, the Walkthrough also provides information on those creatures who hold their cards close to their chest and which are immune to sensor abilities.

SHOPPING LISTS

The Shop lists provide information on your current shopping options. As well as the names and prices of various weapons or items of armour, you'll see their abilities. A figure in brackets () indicates a free Ability Slot. Thus, "(1)" means that you can later use the Customise function to add an extra ability to this particular item of equipment.
As well as the normal Shops, you'll also come across a travelling peddler known as O'aka. His prices vary depending on certain choices you need to make early in your adventure. Our tables simply indicate a basic price: in the game, you'll find that the real costs may be higher or lower. Take a look at pages 62 and 98 to find out more about this shrewd entrepreneur.

Besaid Island

KIMAHRI

HP: 750	AP: 3
Steal: -	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

Tidus must take on this boss alone. Although his opponent is one of Yuna's guardians, he won't hesitate to kill Tidus. However, you're not really in any danger since you enter this battle with maximum stamina. Pay no attention to what your opponent does: just use normal attacks in each round (Fig. 9). He will probably subside after five or six hits. Tidus' HP and MP will be fully restored, and you can look forward to a new addition to your little group: Kimahri is about to join you.

09

TIPS

Take a look at your game map: you'll see white squares to the left and right. You can also make out a treasure chest on the ruins above the path (Fig. 10). Don't worry about this for the moment, since you will only be able to reach them at the end of the game. The same applies to the white square which you'll pass at the Waterfall Way in the next section.

After the battle against Kimahri, you'll find that the Besaid Shop's stock has changed. As well as the three Items (see page 55), the shop now also offers weapons with the abilities Strength +3% or Magic +3%, as well as Armour with HP +5%. The items are very reasonable, but save your cash for now. In any event, you can obtain comparable equipment as a reward for victory in battle.

10

BATTLE TRAINING FOR EXPERTS - PART 2

The next opponent to confront you on your way to the beach is a giant flying monster known as Garuda (Fig. 11). Extraordinary measures will be required to defeat this awesome creature: this is definitely a job for a Summoner. Use L1 to select Yuna and then select Summon. You have no other option at this precise moment. Remember: switching active characters is not deemed to be a move in the game, so it doesn't cost you any time. During the game, you can switch between active and passive characters as often as you like.

As well as the classic Attack, fighting with Valefor offers the option of using Sonic Wings – a special attack with the side-effect Delay. In addition, Valefor has the four standard elementary spells at his disposal. These will inflict the greatest damage during this particular confrontation (Fig. 12). If you press your ➔ directional button, you'll also see three additional options. Shield and Boost have an effect on defence and the aeon's Overdrive gauge, while Dismiss enables you to recall your aeon and continue the battle with your normal characters. Unfortunately, this particular feature doesn't apply to the fight at hand! If you manage to select Overdrive during the battle, you'll unleash a particularly powerful attack.

As soon as you've defeated Garuda, the Formation function will be available in your main menu. This allows you to determine which three characters enter battle first. Remember: your characters' Agility levels determine the action sequence during battle. If your victory was rewarded with new weapons or equipment, you should equip them now.

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BESAID - SHOP

Weapons	Gil	Abilities
Warrior's Sword	150	Strength +3%
Enchanted Rod	150	Magic +3%
Power Ball	150	Strength +3%
Magical Mog	150	Magic +3%
Seeker's Shield	150	HP +5%
Seeker's Ring	150	HP +5%
Seeker's Armguard	150	HP +5%
Seeker's Bangle	150	HP +5%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50

TIPS

If you don't want to waste time, you should open the main menu immediately after the first fight with Valefor. Then open the Config sub-menu. There, you can set the aeons' animations to Short. This significantly speeds up the mighty creatures' battle deployment. Don't worry, you won't miss anything. The full animation sequence will always be shown the first time you summon a new aeon.

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TIPS

This section provides tips and information which will make your life easier. You'll find information on certain actions (which are not necessarily featured in the walkthrough), additional options which only become available during the course of your adventure, as well as problems which can only be solved later in the game. You'll also find cross-references to detailed information provided elsewhere in the Strategy Guide.

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HOW TO USE THE WALKTHROUGH

This page provides a brief introduction to the various elements of the Walkthrough chapter. Read it carefully, as it provides information which will help you maximise your enjoyment of this Strategy Guide!

BATTLE TRAINING FOR PROFESSIONALS

Next, you'll have to fight yet another Garuda. You'll first have to select Wakka's Dark Attack skill. This ensures that your opponent's physical attacks are ineffective for three rounds. The dark clouds around the monster's head indicate that the status effect has taken hold (Fig. 13). If you happen to be in possession of a weapon with a Sensor, this information will be shown at the top left of your screen.

Once you've defeated the flying monster, you'll have to prepare for battle against three different opponents: Condor, Dingo and Water Flan (Fig. 14). Use the appropriate characters to attack. Remember: only those characters who have actively participated in battle for at least one round will be rewarded with AP. In this context, the term 'active' includes defensive measures using Ⓐ. If you use L1 to replace a character at the first opportunity, it will not count as a move, even if the character took a hit at the start of the battle.

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A WATERY DETOUR

As soon as you reach the Crossroads, turn to the South towards the beach. Then go towards the ship in the West, remaining on dry land for the present. First let the other characters precede you on board, and then talk to the people on the jetty (Fig. 15). The priest will give you a Seeker's Ring, which gives Yuna an HP bonus of 10%. You'll also be rewarded with an Ether, 400 Gil, a Phoenix Down and a Remedy. You'll have to address the woman in the front to the left (Fig. 16) and the child to the left on the plank twice before they relinquish their items.

Board the ship in order to leave Besaid. If you decide to return in the direction of Besaid via the Waterfall Way, you may be slowed down by random battles with familiar monsters. Although your comrades are actually already on the ship, they take part in the battle. But since victory in these battles is not rewarded with significant levels of AP, this is really not the best way to increase your characters' statistics.

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S.S. LIKI

Bridge
Deck
Cabin
Corridor
Power Room

MONSTERS

Name	HP	AP	Steal
Sinscale	100	2	-
• Sinspawn Echuilles	2000	12	-
• Sin	2000	10	-

LEGEND

	Object	Qty.
A	Al Bhed Primer III	1
B	Potion	0 to 20
C	Remedy	1

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WALKTHROUGH

The Walkthrough guides you through Final Fantasy X - step-by-step. It explains the mandatory tasks which must be completed to progress through the game, and details all the items and equipment which you can either obtain or use in the relevant game section. These are highlighted in red in the text. The highlighting will make it easier for you to find your way around, especially if you're on the lookout for a specific item. You'll also be told if an item requires a major detour. Special abilities and effects play a major role in Final Fantasy X, and are highlighted in blue.

SCREENSHOTS

The Walkthrough documents the game using numerous screenshots, aiding orientation. The numbers beneath the illustrations refer to the relevant point in the text. Each new game section starts with 1. The small overview map in the screenshot will also provide an orientation aid when explaining item locations.

LOCATION DETAILS

The Walkthrough is divided into sections, corresponding to the districts and towns which appear in the game.

OVERVIEW MAPS

Take a look at the detailed overview maps of the individual sections: they will help you find your way around. Small rooms are depicted in the form of screenshots. You'll see the location names shown next to the map sections, so you'll always know where you are. In the game, open the main menu and take a look at the details given in the bar at the bottom of your screen to find the name of the area you are in.

The maps also show the precise locations of all items, marked with letters.

- indicates the location where you start the section.
- shows where you can find a Save Sphere.
- indicates the location of an item.
- indicates the position of treasure chests.
- indicates that you will receive an item from a person.

The letters in the icons are repeated in the key next to the overview map. Take a look at the key to see what items you can look forward to receiving - and how many!

OPPONENT LISTS

At the start of each section you'll find a table listing the monsters awaiting you, together with their most relevant stats and the items you can steal from them. You may see two different objects listed, with different probabilities of their appearing. The most common of the two is mentioned first and the rarer one second. Sometimes there may be just one object, available in varying quantities.
The boss monsters in each section are identified by a •. If you are trying to find out all about a particular creature, take a look at the alphabetical listing in the Monsters chapter.

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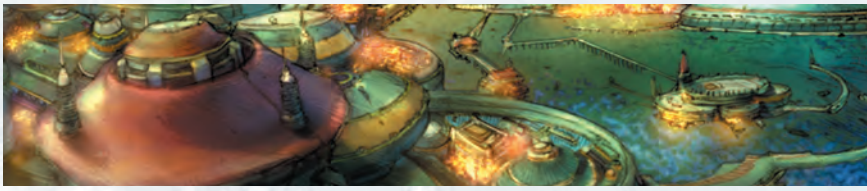
Zanarkand

ZANARKAND

MONSTERS

Name	HP	AP	Steal
Sinscale	100	-	-
• Sinspawn Ammes	2400	-	-



THE BLITZBALL STAR

Your game starts just before a blitzball tournament in the Zanarkand stadium. A small group of fans is waiting for the Zanarkand Abes' star player. Don't make the fans wait: approach the little group (Fig. 1).

Next to the ramp, three children and two young women are waiting for your autograph. Press ⊗ to address one of the two small groups (Fig. 2). You now have a chance to name your main character. The default name is Tidus, but you can enter any other name as long as it does not exceed eight characters. This Strategy Guide uses the default name throughout.

If you want to chat with one of the other people in the foreground, you must do so before addressing the second group of autograph hunters. The action continues as soon as all balls have been signed, and you and Tidus have cleared a path between the two groups.

01

02

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TO THE STADIUM

On the way to the stadium you'll hear the voice of a commentator reminiscing about the greatest blitzball player of all time: Jecht, Tidus' father, who disappeared without trace ten years ago. Just walk along the street to the stadium. Keep an eye on the passers-by: you'll see a young woman wearing a pink top and yellow tights (Fig. 3).

If you talk to her, you'll discover that she doesn't yet have a ticket to the game. Talk to her again twice, confirming that you can take care of matters. You'll be rewarded with two Potions.

A small group of people is waiting for Tidus in front of the stadium. Make your way through to the huge gate (Fig. 4). The blitzball game commences. Suddenly, Zanarkand is attacked by a mysterious force: Sin has struck.

03

04

SIN STRIKES

As soon as Tidus struggles back to his feet, you'll see a map of your immediate surroundings at the top left of your screen (Fig. 5). The yellow triangle symbolises Tidus, with the long triangle tip indicating the direction in which he's looking. A red square on the map denotes Tidus' required destination or alternatively a red triangle indicates his suggested direction. In this case, Auron is waiting just a few metres away … follow him. Auron hands Tidus a Longsword (Fig. 6). The first battle is about to start.

05

06

BATTLE ACADEMY - PART 1

Your options are still pretty restricted: you can choose between Attack and Item. There are 10 Potions in your inventory (12 if you promised the woman tickets), and 3 Phoenix Downs. You don't yet have any use for these items, which are intended for healing or resuscitation.

If you press your right directional button or move your analogue stick to the right you'll see a menu with the following items: Weapon, Armour and Escape. You will later be able to use the first two menu items to change your weapons and equipment. The third option won't allow you to escape all battles - and there's certainly no way out of the current confrontation!

The display at the top right shows the attack sequence for all participants, but there's no need to concern yourself with that yet. You have only one option right now: select Attack and take on one of the creatures (Fig. 7). It doesn't matter which one.

07

BATTLE ACADEMY - PART 2

After breaking through, Tidus and Auron are attacked by a second group of monsters. Now it's Auron's turn. He has an extra battle option or skill, but that is of little importance at the moment and, like all skills, it uses up MP. Just attack, and have Tidus follow up. Tidus and Auron run on and are encircled by the monsters.

If you knock out the two Sinscales behind Tidus and Auron, they'll simply be replaced by more, so just deal with the three opponents in front of you (Fig. 8). As soon as their path is clear, the two comrades run on … straight into the arms of the next group of monsters.

08

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STRATEGY

The game's first boss is accompanied by five Sinscales. Luckily, Auron has a new battle option, or Overdrive, at his disposal. You must select this option. Press your left directional button, select Bushido and then choose the sole Overdrive attack currently available to Auron: Dragon Fang. Take a look at the Characters and How to Play chapters for more details on Overdrives.

Auron prepares to launch his special attack. He stops shortly before reaching the enemy, and you now have four seconds to input the button combination shown: ↓, ←, ↑, →, L1, R1, ◎, ⊗ (Fig. 9). If you don't manage to enter the button combination in time, the attack will not be as powerful. On the other hand, the quicker you complete this combination, the heavier the attack.

Depending on your fighting style, Tidus might get a chance to try his Overdrive. His special attacks belong to the Swordplay category, and his first attack is called a Spiral Cut. You will need to stop the cursor as it reaches the centre of the gauge (Fig. 10). You have three seconds to try and get it right. If you press ⊗ too early or too late, the cursor will return to the edge. In this case, too, the strength of Tidus' attack depends on how quickly you succeed.

Once it is available, you may want to save Tidus' special attack for later. The Sinspawn Ammes may appear dangerous, but you have nothing to fear: the monster will always attack using Demi, a spell which reduces his opponent's current HP by a quarter. However, this figure is not rounded up - so the worst that can happen is that Tidus' and Auron's HP fall to 3. Even if the HP display at the bottom left assumes a warning yellow hue and your two heroes fall to their knees, there's no need to resort to Potions. Just keep up your attack. After a while, your opponent will literally fade away (Fig. 11).

SINSPAWN AMMES

HP: 2400	AP: –
Steal: –	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

09

10

11

THE BEGINNING

After defeating the monster, Auron runs on. Take note of the pale blue luminescent sphere on the right (Fig. 12). If you examine a Traveller's Save Sphere, all characters' HP and MP will be fully restored. It also provides you with a chance to save your game on a memory card (8MB) (for PlayStation®2). It might be a good idea to take this opportunity, for things will get serious come the next battle.

After saving your game, follow Auron. Your path is suddenly blocked by four Sinscales, and three of the monsters position themselves behind Tidus and Auron. You'll soon find out that defeated monsters on both sides are replaced by new Sinscales. After a few attacks, Auron will suggest a new target. From now on, attack the Tanker on the right-hand edge of your screen (Fig. 13). Keep an eye on your two fighters' HP! At least one of your heroes must survive the battle, or it'll be Game Over. The Tanker's anchor line has 1,000 HP. It is generally severed after the fifth attack, ensuring (temporary) safety for your characters.

Auron and Tidus are sucked up by Sin. In a bizarre scene, Tidus appears to 'swim' through the air. Press ◎ to reduce his altitude, and keep an eye out for a platform with a pale blue luminescent sphere (Fig. 14). If you land there next to the figure, Tidus will be transported to another location...

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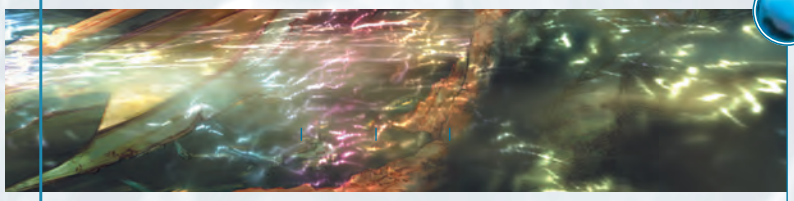
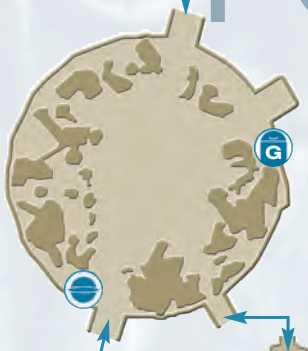
SUBMERGED RUINS





Small Room

MONSTERS

Name	HP	AP	Steal
Sahagin	100	-	-
• Klikk	1500	5	Grenade x1 / x2
• Geosgaeno	32767	-	-

LEGEND

	Object	Qty.
A	Ether	1
B	Flint	1
C	Gil	200
D	Hi-Potion	1
E	Hi-Potion	1
F	Potion	2
G	X-Potion	1
H	Withered Bouquet	1

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A NEW WORLD

Tidus finds himself in an unknown location. Take a look at the map at the top left of your screen: a red triangle marks the exit from this singularly unpleasant spot. You can leave the water via a set of stairs in the centre at the top (Fig. 1) and advance to the next section. However, you should first take the time to collect a few items.

01

TIPS

For the first time, you can now use Ⓐ to access the main menu. At the bottom of your screen you'll see the name of your current location; it is also shown in the overview maps provided in this strategy guide.

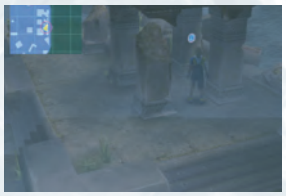
TREASURE HUNTERS

You can climb up a set of stairs at the North-West edge of this area. There, you'll see a blue semi-sphere lying on the floor: an Al Bhed Compilation Sphere (Fig. 2). The Al Bhed people have their own language, which you will gradually be able to learn. This Sphere is only of use if you have Final Fantasy X save data containing more Primers. You can then use the Primers you discovered in that previous game in your present game.

Proceed a few paces to the South and you'll see a chest which you can open using ⊗: you'll find two Potions inside.

At the North-East edge of this area a set of stairs leads to another chest containing 200 Gil. A few paces to the South of this, you may want to examine a blue object lying against a pillar (Fig. 3). You'll see an inscription in Al Bhed, but you don't have the language skills to decipher it yet. However, a few key words, such as the names of persons and places, are not written in Al Bhed: at least you can make out the word Macalania. In order to reach the next section, you'll have to make your way through the water to the northern stairs.

02



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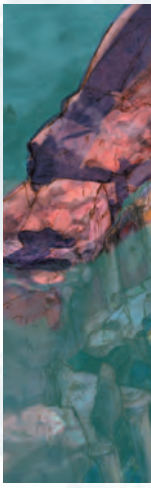


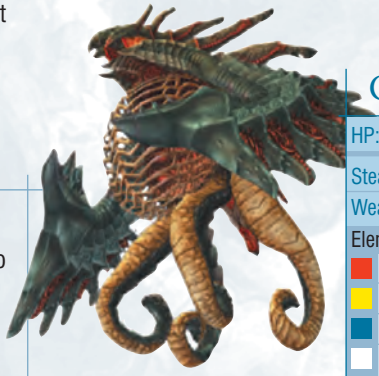
EXPLORING THE RUINS

You'll have another chance to save your game in the Ruins – Underwater Hall section. When you reach a fork in the path, go to the left. At the end of this path you'll see a chest containing a Hi-Potion (Fig. 4). You can then proceed towards the North. After just a few metres, the ground crumbles beneath you and Tidus' finds himself back in the water.

You can paddle around for some time or use ◎ to dive. Soon afterwards Tidus is attacked by three monsters (Fig. 5). Once you've eliminated two of your attackers, a stranger will decide to get involved. You are certainly no match for this huge monster.

04

05



GEOSGAENO

HP: 32767	AP: –
Steal: –	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

Tidus is definitely onto a loser. At the third attack he automatically takes flight - regardless of any action you select. It makes no difference whether you decide to attack, use Ⓐ to block, or select the Escape option. Luckily, there is no real danger. Any attack by Geosgaeno simply reduces Tidus' HP by half (Fig. 6), so there's no need to waste a Potion at this point.

06

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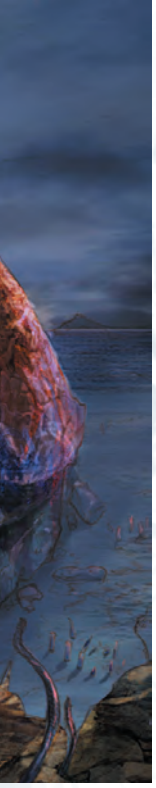
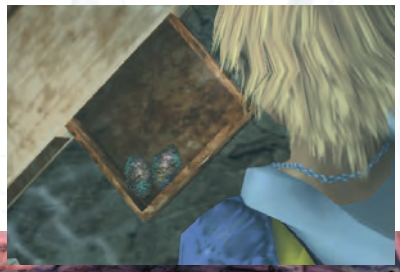


FANNING THE FLAMES

After Tidus' escape, he finds himself in a Corridor. His surroundings are still pretty damp … and bitterly cold. The entrance has been destroyed, so you'll have to proceed in the opposite direction. Climb the stairs and enter the round hall, in the middle of which you'll see a fire. You're missing the two items needed to light a fire, so you'd better start looking. A white square on your map indicates a save point. Through the door next to it, you enter a small room. If you take a look at the writing desk - which was obviously toppled over at some point - you'll find a Flint (Fig. 7). This is listed as a Key-item in your inventory.

Back in the hall, you may want to examine the door which is not marked as an exit (green square) on your map. You can't open the door, but take a look to the right of it: amongst the rubble you'll see a chest containing an X-potion (Fig. 8). Now go through the door to the North. Behind the door, to the left, you'll see a chest containing Ether. At the top of the stairs you'll see a striking vase: examine it to collect the Withered Bouquet (Fig. 9). Before turning your attention to the fire, go through the door on the upper level and proceed to the end of the gallery, where you'll find a chest containing a Hi-Potion.

It might be a good idea to save your game before returning to the fire. If you press ⊗, Tidus will use the Flint to set light to the Withered Bouquet. Time for a brief nap. A short while later Tidus is attacked by a monster.



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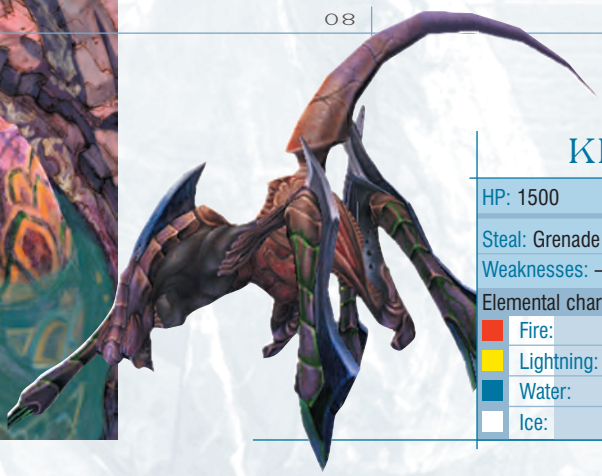

KLIKK

HP: 1500	AP: 5
Steal: Grenade x1 / x2	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

Keep attacking until Tidus has depleted his opponent's HP by 750 - this will generally take five to six attacks. The battle is then interrupted by a group of rather eccentrically clad individuals (Fig. 10), one of whom rushes to Tidus' aid. If you take a look at the Special option, you'll see that "????" (your new comrade's default name) has two special skills to offer: Steal and Use. During the first round of battle you'll have to deploy the Use function to throw a Grenade, which inflicts rather spectacular damage (Fig. 11). Only then does the battle take its normal course. Since Klikk's HP are fully restored following this interruption, you'll be glad of the help.

It may be a good idea to use a Potion to heal Tidus before he attacks again (Fig. 12). As a basic principle, you're better off using too many rather than too few Potions. Once "????" has thrown both Grenades, you can use Steal to rob the monster of more Grenades. You'll find that the mysterious stranger's normal attacks are not especially effective. Once Klikk has been defeated, Tidus is transported to yet another location.

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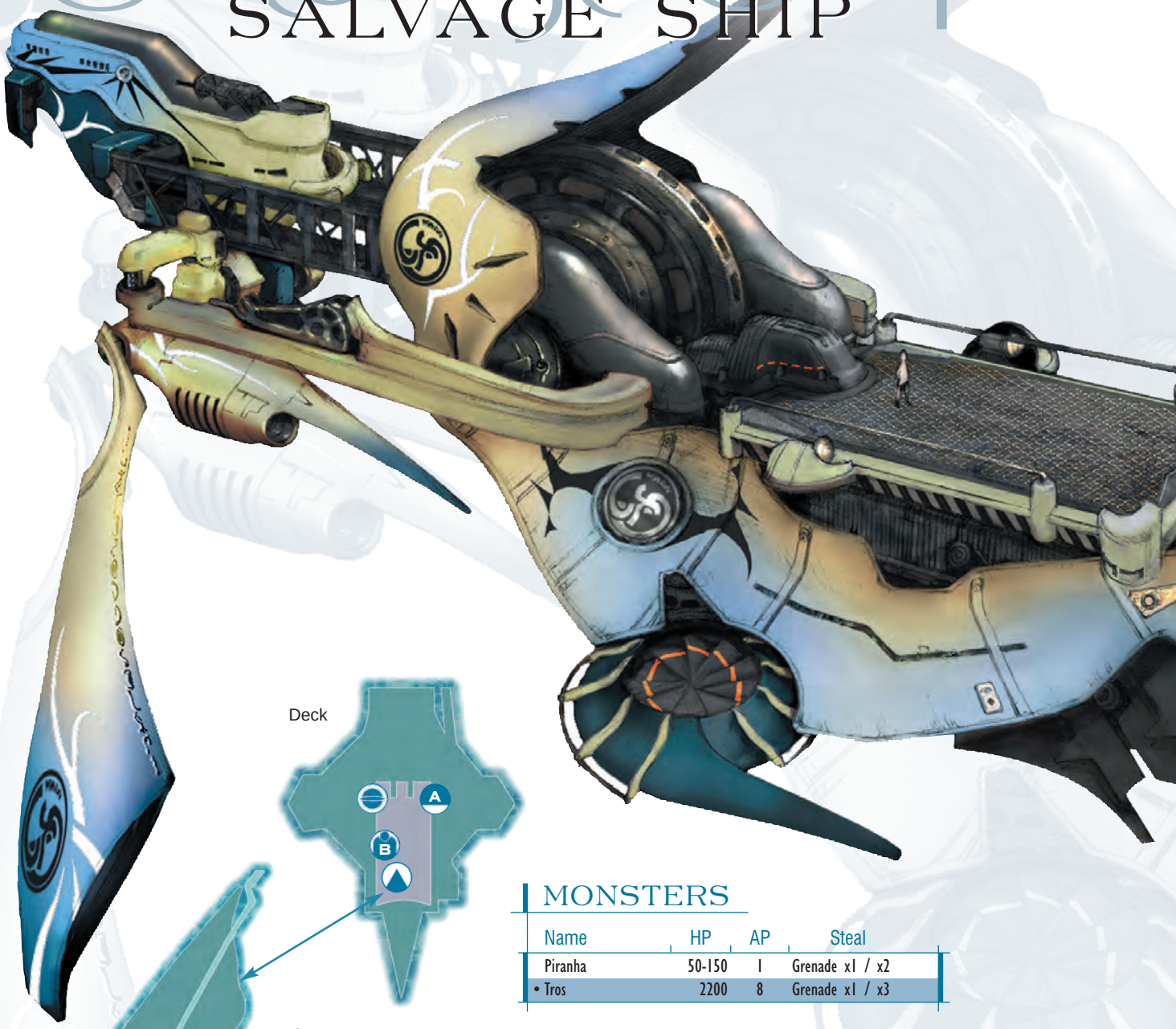
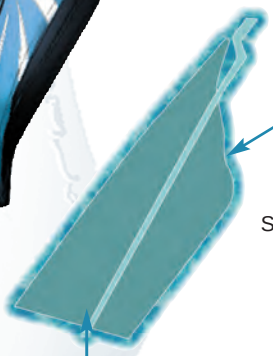
SALVAGE SHIP



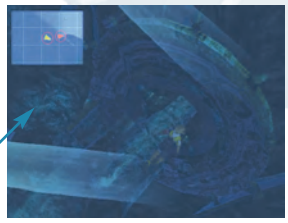


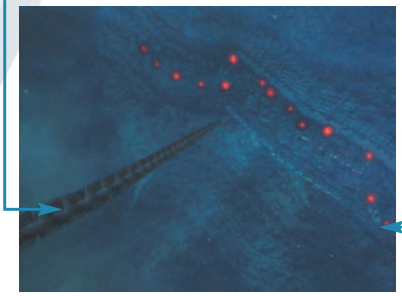
MONSTERS

Name	HP	AP	Steal
Piranha	50-150	1	Grenade x1 / x2
• Tros	2200	8	Grenade x1 / x3

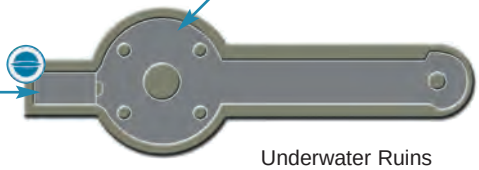
LEGEND

	Object	Qty.
A	Al Bhed Primer 1	1
B	Potion	3-99





Underwater



Underwater Ruins

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IT'S A PLEASURE, AL BHED

Tidus wakes up on a ship. At one end of the deck you'll see a Save Sphere. If you take a look next to the crane, you'll see Al Bhed Primer I lying on the ground (Fig. 1). A useful volume if you want to improve your knowledge of this strange language. You'll see three Al Bhed standing on the deck. Address the one on the left to obtain three Potions (Fig. 2). Talk to the girl to find out something about the Sphere Grid. If you speak to her again, you will both jump in the water.

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TIPS

The Sphere Grid may appear rather complicated at first, but it's really quite simple. As soon as you've obtained sufficient AP, you can move your character on the Sphere Grid. Caution: plan your movements carefully, because your AP investment is irrevocable.

To start off with, you should move consistently forward, activating all the Nodes to improve your characters' status levels. You'll need the relevant Spheres for this purpose. Tidus' female companion is already in range of an HP Node, but does not yet have the Power Sphere required to activate it.

You will gradually be able to learn the Al Bhed language. There is an Al Bhed Primer for each letter of the alphabet, making 26 in all. Each letter which you 'know' is automatically translated in the subtitles and displayed in pink. If you used the Al Bhed Compilation Sphere (see page 48) in the Submerged Ruins to load additional Primers, you'll find that you can already understand a little. Any Primers which have already been loaded will not reappear in the game.

DIVING

You can dive along the anchor chain by holding down ◎. Your target is indicated by a red triangle on your map. You soon reach a deeper level (Fig. 3). Thanks to his blitzball training, Tidus can hold his breath for as long as necessary. If you decide to ignore the target and swim back to the surface, you re-board the ship by pressing ⊡. Once back on deck, you can collect another three Potions from the Al Bhed on the left. Then just talk to the girl to dive back into the water. You can keep repeating this procedure until you've collected 99 Potions.

A couple of Piranhas may swim across your path on the way to the Underwater Ruins (Fig. 4). These opponents are rather easy to defeat, and "????" can steal Grenades from them. You'll soon be confronting a rather nasty boss, so you should aim to have at least five Grenades in your armoury. While in the Underwater Ruins, you can restore any lost HP at the save point (Fig. 5).

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TIPS

You've probably already used an Overkill to dispose of a couple of opponents. If so, your victory will have been rewarded with additional AP and more items, some of which may even be rare. In order to achieve an Overkill, you must deplete your opponent's HP by a specific amount during the final attack. Take a look at the Monsters chapter to see the relevant figures for each opponent.

Keep an eye on the CTB gauge at the top right when switching between Attack, Item and other actions. Using an item takes less time than a normal attack, and therefore could change the battle sequence.

If you press △ during battle, your hero will assume a defensive position rather than executing an action, thus halving the damage received by physical attacks.

THE DEVIL IN THE WORKS

Swim to the control panel and have Tidus open the gate using ⊗ (Fig. 6). Follow your companion through the hall at the end of the corridor (Fig. 7), where you'll be attacked by Piranhas. After defeating the scaly monsters, activate the machine under the ceiling before returning to the hall. You may want to quickly heal your characters … danger lurks ahead!

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TROS

HP: 2200	AP: 8
Steal: Grenade x1 / x3	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

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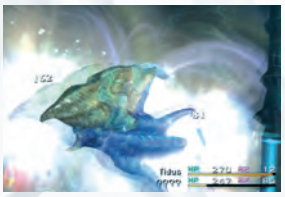

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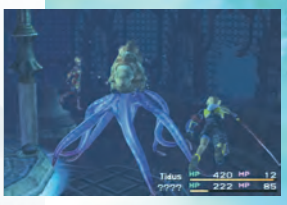

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STRATEGY

Have Tidus attack while your companion throws Grenades (Fig. 8). Just steal some if you've run out. After suffering 350 damage points, Tros disappears behind a pillar. You can no longer attack from this distance, but you do have a special Trigger Command at your disposal. You can select Stand by to help heal your characters: their HP will be increased by 50 points each. However, you may be better off pressing △ to decrease the damage to be incurred by Tros' next attack. He is about to return with a special attack which will inflict massive damage (Fig. 9).

After a further 350 damage points, Tros retreats again. Now Tidus has a new Trigger Command at his disposal: the Pincer Attack, which you should try out at once. Your opponent will be caught in a pincer movement and can no longer deploy his devastating ram attacks (Fig. 10). Now keep attacking, healing with Potions when necessary. If you entered into battle with a sufficient store of Grenades, you'll have no problem winning this fight.

THE RETURN OF SIN

The red triangle on your map indicates a hole in the outer wall. Swim through it and dive down to your next destination (Fig. 11). You'll discover an Airship, and you'll finally learn the name of your unconventionally clad companion: Rikku. She claims that Sin destroyed Tidus' home, Zanarkand, 1,000 years ago. If you want to continue this conversation, address Rikku again directly. It doesn't take long for this cosy scene to be rudely interrupted by Sin. Tidus is washed overboard, following which you get a chance to save your game.

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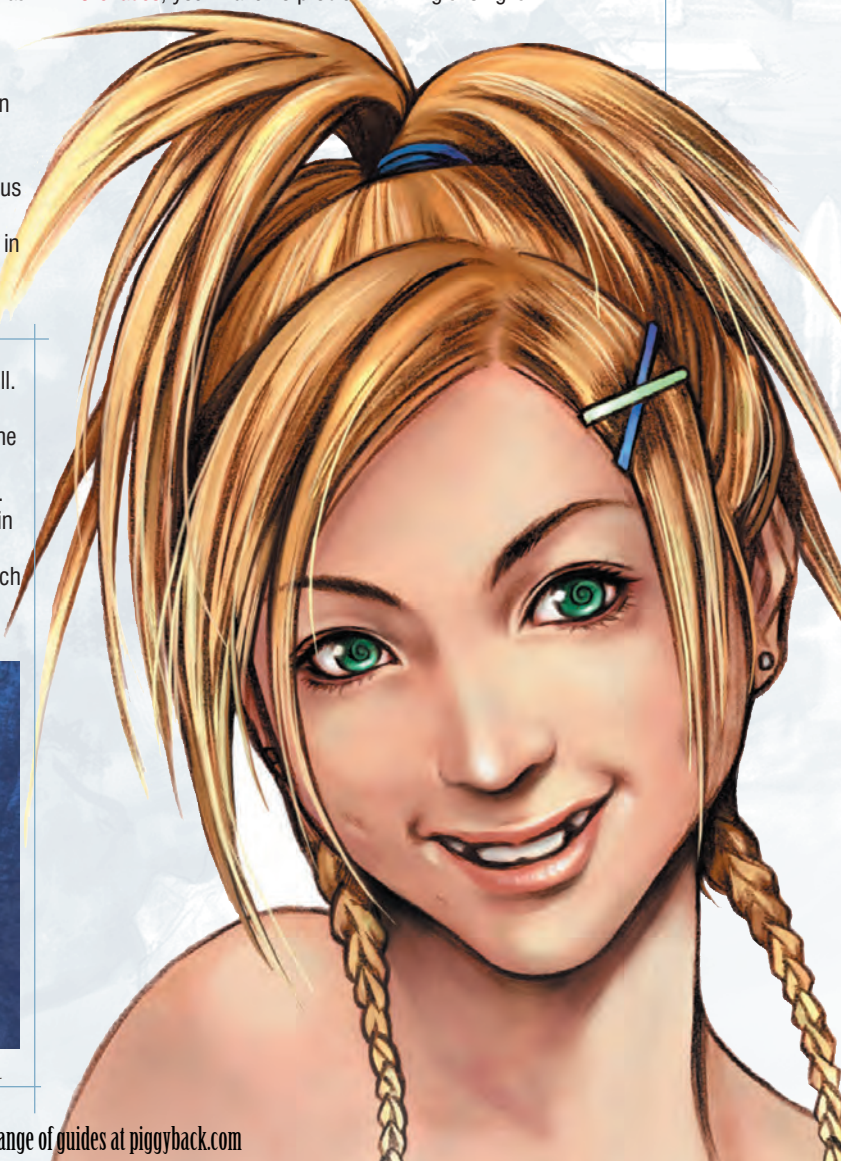

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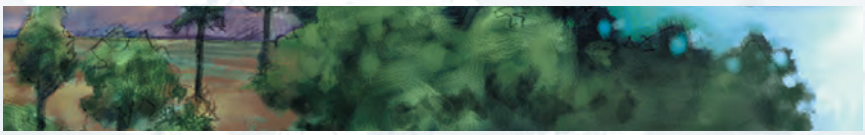
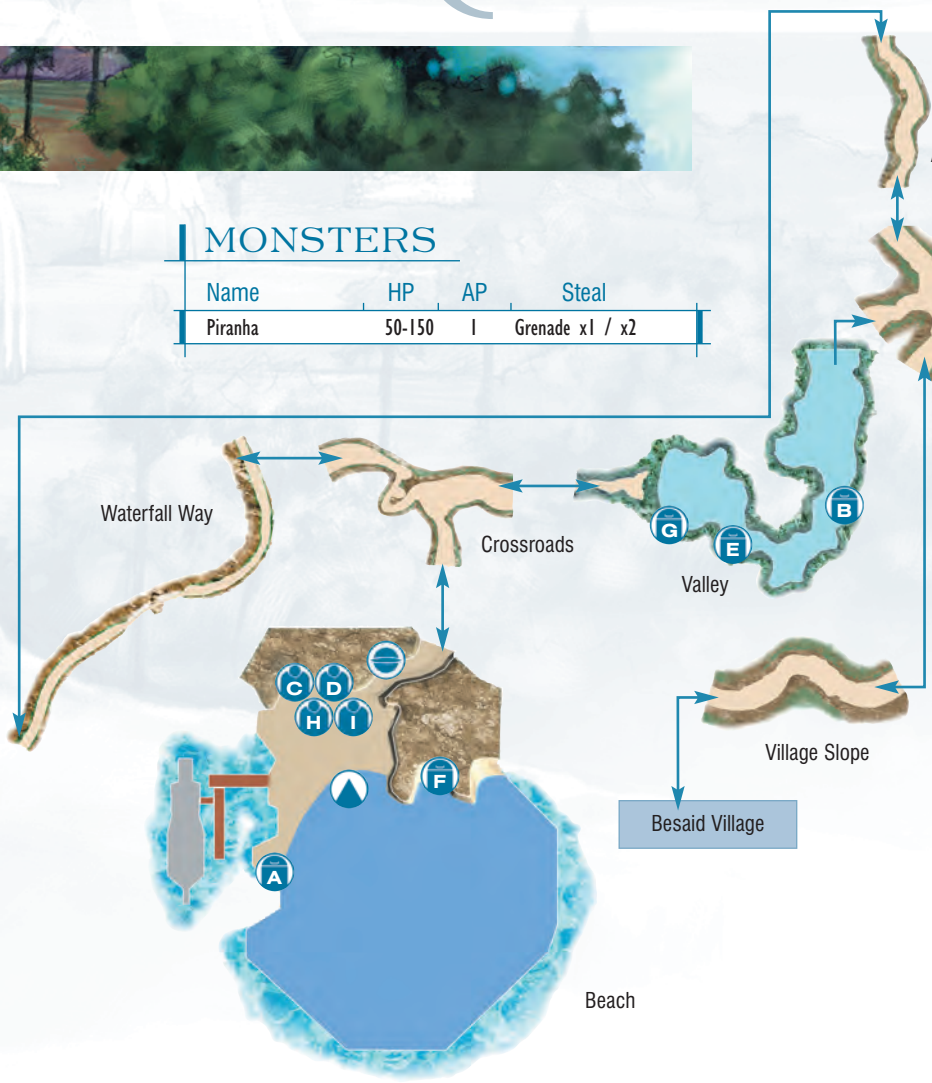
BESAID ISLAND



MONSTERS

Name	HP	AP	Steal
Piranha	50-150	1	Grenade x1 / x2



LEGEND

	Object	Qty.
A	Antidote	2
B	Antidote	2
C	Gil	200
D	Hi-Potion	2
E	Hi-Potion	1
F	Moon Crest	1
G	Phoenix Down	1
H	Potion	3
I	Potion	2

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WAKKA AND THE AUROCHS

Tidus gets to know the Besaid Aurochs blitzball team. Approach Wakka again after the initial dialogue (Fig. 1). From now on, he is a member of your party. You may want to take the opportunity to save your game and follow your new partner … or you may want to collect a few items.

Address each of the Aurochs twice (Fig. 2). Four of the five players will hand over gifts: two Potions, 200 Gil, two Hi-Potions and another three Potions. Take a look at the chest to the South-West of the beach: it contains two Antidotes. To the East, in a bay, you'll also see a chest containing a Moon Crest (Fig. 3), but you have no use for this Key Item yet. Much later on in the game, however, you'll be glad you collected the Moon Crest: it will come in handy when combined with a very special weapon deployed by Yuna. Take a look at the Secrets chapter to find out more.

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ON YOUR WAY TO THE VILLAGE

You'll meet Wakka again at the Crossroads: he's still going due East. You may as well follow him, since the other path is blocked for the moment. Go to the shore where Wakka is waiting: he will push Tidus in the water (Fig. 4). Here, again, you could find yourself facing the Piranhas at any time. Your new companion uses a ball to attack (Fig. 5). He already has a special attack at his disposal: the Dark Attack can be used to blind opponents. If you're battling three opponents, keep an eye on the CTB gauge and first attack the monster whose turn is next.

Although the red arrow is directed to the North, you'll first have to swim to the East in an arc. You can use ◎ to dive down to the three treasure chests shown on the map, which you can then open using ⊗ as normal (Fig. 6). It's easy to miss the first two chests on the right, but you don't want to leave the Phoenix Down or the Hi-Potion. However, there's no way you can miss the chest containing the two Antidotes (Fig. 7).

Once you reach the end of the Valley, keep going after a brief chat with Wakka on the Village Slope. Go down the slope to the village (Fig. 8). You can also turn around and take the Ancient Road back to the beach, but there's really no reason to do this. On your way to the village, you'll meet the Crusaders Luzzu and Gatta. Shortly afterwards, Wakka will ask Tidus about a prayer. It doesn't matter which of the two answers you select.

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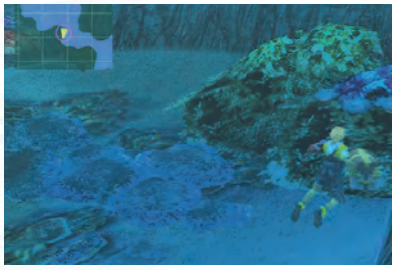

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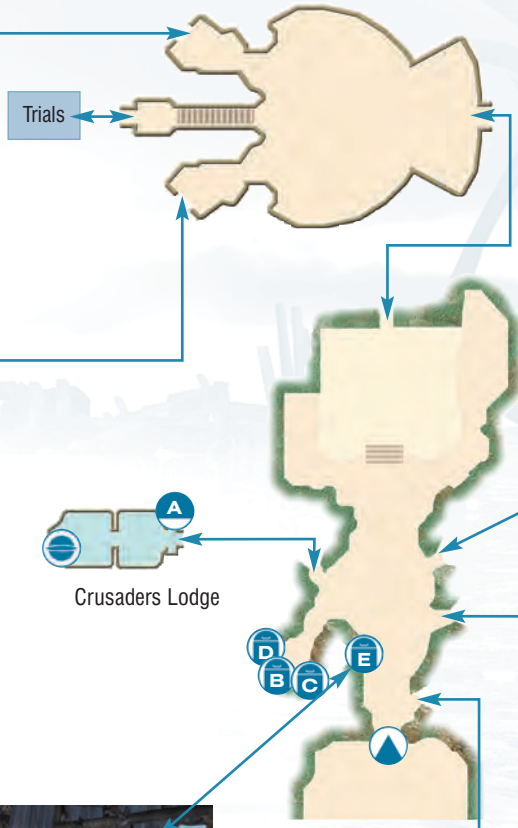
BESAID VILLAGE

Monks' Chamber

Nuns' Chamber



LEGEND

	Object	Qty.
A	Al Bhed Primer II	1
B	Gil	400
C	Hi-Potion	1
D	Potion	2
E	Phoenix Down	1

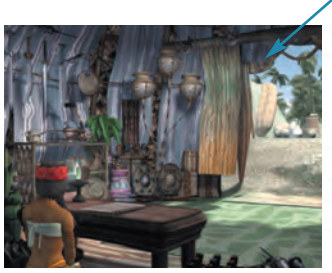
House

House

House

BESAID-SHOP

Article	Gil
Potion	50
Phoenix Down	100
Antidote	50



Shop

WELCOME

ou cannot leave the village for the moment, so you may as well take your time and look around. Five huts or tents are marked on your game map in the form of green squares. Your next destination, the Temple of Besaid, is in the North. You can buy a few items in the Shop in the first hut on the left (Fig. 1). In front of the entrance you'll see a chest containing a Phoenix Down. Behind the Shop, a narrow forest path leads to the West (Fig. 2). At the end of the path, three chests are waiting to yield their contents to a new owner: 400 Gil, a Hi-Potion and two Potions.

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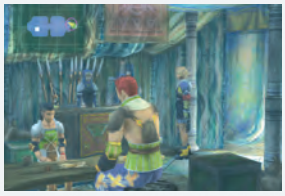
THE CRUSADERS LODGE

You can save your game in the tent next to the forest path, the Crusaders Lodge. There, you'll also be reunited with Luzzu and Gatta. The two Crusaders tell of the 800-year battle against Sin. The Crusader to the right is blocking your view of Al Bhed Primer II lying on the ground to the right of the desk (Fig. 3). You'll see a Monitor to the left of the desk (Fig. 4). You can use this to consult Tutorials, or to refresh your knowledge of Basic Controls and Basic Terms. If you want to find out more about Sin, Yevon and Zanarkand, why not ask the old man strolling around the square outside (Fig. 5)?



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VISITING THE TEMPLE

Take Wakka's advice and pay a visit to the local temple (Fig. 6). If you take a look at the statues in the Great Hall, you'll learn a little about Summoners and aeons. Now make your way back to Wakka (Fig. 7), who lives in the middle hut at the East of the village. Have a chat with him and then take a nap, after which you can return to the temple. If you approach Wakka, Tidus will automatically enter the Cloister of Trials to look for the summoner apprentice.

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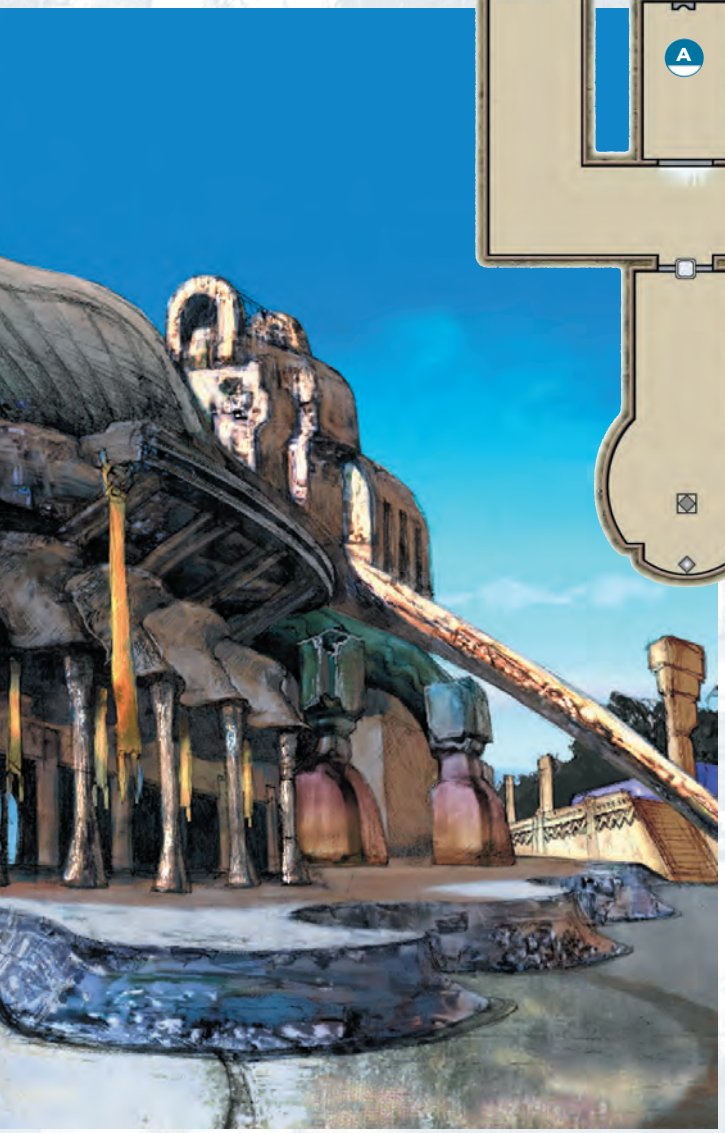
BESAID TEMPLE

LEGEND

Object	
A	Besaid Sphere
B	Destruction Sphere
C	Glyph Sphere
D	Rod of Wisdom



THE CLOISTER OF TRIALS

xamine the symbol on the rear wall. New symbols will now appear to your right (Fig. 1). Take a good look at them, and confirm that you would like to touch the Glyph, upon which the wall will open (Fig. 2). Go down the stairs and examine the wall mounting (Fig. 3). You'll find out how the different Spheres in a temple work. Take the Glyph Sphere from the mounting, and go down to the foot of the stairs (Fig. 4). If you examine the door and place the Sphere correctly, the door will open. >>

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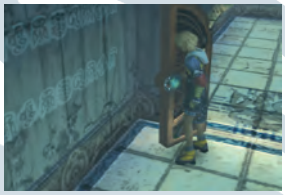
>> Retrieve the Glyph Sphere from the right half of the door (Fig. 5), proceed along the passage and turn the corner. Insert the Sphere in the recess which you'll see in the middle of the left-hand wall (Fig. 6): the wall will open. Behind the wall, you'll see a Destruction Sphere in a recess. Ignore it for the moment and continue on your way until you see a pedestal on the left-hand side. In order to open the chamber behind the pedestal, just touch the symbols on the opposite wall (Fig. 7). Enter the chamber and take the Besaid Sphere from the wall (Fig. 8). Insert the Sphere in the pedestal. The wall behind will disappear, allowing Tidus to push the pedestal inside (Fig. 9).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You now have a chance to end the Trials by simply pushing the pedestal along, but then you'd forfeit a useful item. Return to the eastern recess and take the Destruction Sphere (Fig. 10). Insert this in the secret chamber opposite the pedestals … the same room from where you just took the Besaid Sphere (Fig. 11). This will open another secret chamber at the end of the main passage (Fig. 12), where you'll find a chest containing a Rod of Wisdom. This will prove to be an ideal weapon for the Summoner Yuna. There is a hidden item in each temple. Once you have found all six hidden items you will be able to open the way to a new aeon. Take a look at the Secrets chapter to find out all you need to know about this.

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Now go back to the pedestal. Push it to the end of the chamber by simply pressing yourself against it (Fig. 13). As soon as the pedestal reaches the mark on the ground, it will sink into the floor (Fig. 14). You may have noticed a glowing switch on the wall (Fig. 15). If you touch it, the pedestal will be returned to its starting position. This may be of use if you accidentally pushed the pedestal too far or against a wall.

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BESAID ISLAND

MONSTERS

Name	HP	AP	Steal
Condor	95	2	Phoenix Down / Smoke Bomb
Dingo	125	2	Potion / Sleeping Powder
Water Flan	315	8	Fish Scale / Dragon Scale
• ???	750	3	-
Garuda	1400	2	-

LEGEND

	Object	Qty.
A	Ether	1
B	Gil	400
C	Phoenix Down	1
D	Remedy	1
E	Seekers Ring	1

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TIPS

You won't be able to steal any items from the monsters for now. This information will only become relevant if you return to Besaid later.

THE NEW SUMMONER

Follow the rest of your party out of the great Great Hall. Outside, Yuna will summon her first aeon: Valefor (Fig. 1). (You can rename the creature if you wish.) You can then chat to the Aurochs about the forthcoming tournament, or you can go to the left past the fire towards Yuna. Wakka asks whether the lady takes your fancy: you can reply as you like. Address him again, and confirm that you would like to go to sleep. During the ensuing dream, Tidus must go to the left towards Yuna for the adventure to continue (Fig. 2).

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FINAL PREPARATIONS

Tidus wakes up in the Crusaders Lodge. In front of the tent, Wakka hands him the Brotherhood sword (Fig. 3). The Equip function is now available in your main menu. Take a good look at your new sword: it has the weapon ability Strength +5% and three free ability fields. Give Yuna the Rod of Wisdom that you found in the temple. The weapon has a useful Sensor function, providing you with information about your opponents during battle. You'll also find a Map in your inventory. Together with Yuna and Lulu, Wakka and Tidus proceed towards the beach.

03

HUNTING THE DOG ...

Although you can now go directly to the beach, it is a good idea to return to the village first. If you speak to the sales lady in the Shop (Fig. 4), she'll tell you that her dog recently dug something up. You'll find the dog in the hut to the North-East (Fig. 5). If you examine the animal, you'll see that it has something mangled and slobbery in his mouth. This will automatically enable Valefor to learn the Energy Blast Overdrive technique. If you return later, you'll find the dog and his owner together in the Shop or at the northern end of the village square. In this case, you only need to address the woman in order to learn this new technique.

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BATTLE TRAINING FOR EXPERTS

On your way to the beach, you'll have a chance to become more familiar with the refinements of the battle system. Your fist confrontation will be with a Dingo (Fig. 6). It's Tidus' turn and your options are limited: you can only select Attack. Afterwards, you're attacked by a Condor. Remember what Wakka said: flying monsters are generally his business.

Up on the hillside, you'll find yourself battling a Water Flan. To start with, you can only attack normally. Your blow dissipates with practically no effect, and Lulu comes to your aid. Thanks to her Black Magic, she's able to deal with creatures who are resistant to physical attacks, hitting them where it hurts. A Tutorial tells you all you need to know about the opposing elements: the opposite of Water is Lightning, while Fire is effective against Ice and vice versa. So you know what you have to do: use the Thunder spell against the Water Flan. The effects of Fire and Blizzard against a water creature are reduced by 50% … and if you use Water you'll actually heal the monster (Fig. 7)!

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A FINAL STOP

Your party takes a break at the save point up on the hill (Fig. 8). It doesn't matter whether you ignore Wakka, join in his prayer or just look on … but it is important to save your game. Then follow the red arrow in the direction of the beach. On the Ancient Road you'll see a pillar to your left, bearing a blue seal with an inscription in Al Bhed. An ambush awaits you a little further on.

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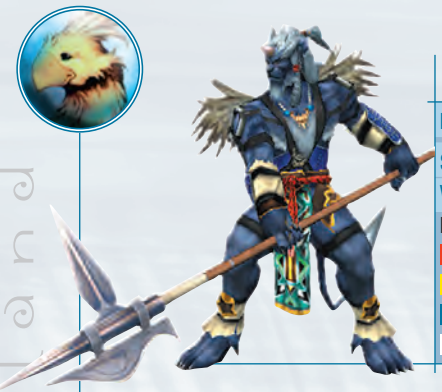

KIMAHRI

HP: 750	AP: 3
Steal: -	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

Tidus must take on this boss alone. Although his opponent is one of Yuna's guardians, he won't hesitate to kill Tidus. However, you're not really in any danger since you enter this battle with maximum stamina. Pay no attention to what your opponent does: just use normal attacks in each round (Fig. 9). He will probably subside after five or six hits. Tidus' HP and MP will be fully restored, and you can look forward to a new addition to your little group: Kimahri is about to join you.

09

TIPS

Take a look at your game map: you'll see white squares to the left and right. You can also make out a treasure chest on the ruins above the path (Fig. 10). Don't worry about this for the moment, since you will only be able to reach them at the end of the game. The same applies to the white square which you'll pass at the Waterfall Way in the next section.

After the battle against Kimahri, you'll find that the Besaid Shop's stock has changed. As well as the three Items (see page 55), the shop now also offers weapons with the abilities Strength +3% or Magic +3%, as well as Armour with HP +5%. The items are very reasonable, but save your cash for now. In any event, you can obtain comparable equipment as a reward for victory in battle.

10

BATTLE TRAINING FOR EXPERTS - PART 2

The next opponent to confront you on your way to the beach is a giant flying monster known as Garuda (Fig. 11). Extraordinary measures will be required to defeat this awesome creature: this is definitely a job for a Summoner. Use L1 to select Yuna and then select Summon. You have no other option at this precise moment. Remember: switching active characters is not deemed to be a move in the game, so it doesn't cost you any time. During the game, you can switch between active and passive characters as often as you like.

As well as the classic Attack, fighting with Valefor offers the option of using Sonic Wings – a special attack with the side-effect Delay. In addition, Valefor has the four standard elementary spells at his disposal. These will inflict the greatest damage during this particular confrontation (Fig. 12). If you press your ➔ directional button, you'll also see three additional options. Shield and Boost have an effect on defence and the aeon's Overdrive gauge, while Dismiss enables you to recall your aeon and continue the battle with your normal characters. Unfortunately, this particular feature doesn't apply to the fight at hand! If you manage to select Overdrive during the battle, you'll unleash a particularly powerful attack.

As soon as you've defeated Garuda, the Formation function will be available in your main menu. This allows you to determine which three characters enter battle first. Remember: your characters' Agility levels determine the action sequence during battle. If your victory was rewarded with new weapons or equipment, you should equip them now.

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BESAID - SHOP

Weapons	Gil	Abilities
Warrior's Sword	150	Strength +3%
Enchanted Rod	150	Magic +3%
Power Ball	150	Strength +3%
Magical Mog	150	Magic +3%
Seeker's Shield	150	HP +5%
Seeker's Ring	150	HP +5%
Seeker's Armguard	150	HP +5%
Seeker's Bangle	150	HP +5%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50

TIPS

If you don't want to waste time, you should open the main menu immediately after the first fight with Valefor. Then open the Config sub-menu. There, you can set the aeons' animations to Short. This significantly speeds up the mighty creatures' battle deployment. Don't worry, you won't miss anything. The full animation sequence will always be shown the first time you summon a new aeon.

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Next, you'll have to fight yet another Garuda. You'll first have to select Wakka's Dark Attack skill. This ensures that your opponent's physical attacks are ineffective for three rounds. The dark clouds around the monster's head indicate that the status effect has taken hold (Fig. 13). If you happen to be in possession of a weapon with a Sensor, this information will be shown at the top left of your screen.

Once you've defeated the flying monster, you'll have to prepare for battle against three different opponents: Condor, Dingo and Water Flan (Fig. 14). Use the appropriate characters to attack. Remember: only those characters who have actively participated in battle for at least one round will be rewarded with AP. In this context, the term 'active' includes defensive measures using △. If you use L1 to replace a character at the first opportunity, it will not count as a move, even if the character took a hit at the start of the battle.

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A WATERY DETOUR

As soon as you reach the Crossroads, turn to the South towards the beach. Then go towards the ship in the West, remaining on dry land for the present. First let the other characters precede you on board, and then talk to the people on the jetty (Fig. 15). The priest will give you a Seeker's Ring, which gives Yuna an HP bonus of 10%. You'll also be rewarded with an Ether, 400 Gil, a Phoenix Down and a Remedy. You'll have to address the woman in the front to the left (Fig. 16) and the child to the left on the plank twice before they relinquish their items.

Board the ship in order to leave Besaid. If you decide to return in the direction of Besaid via the Waterfall Way, you may be slowed down by random battles with familiar monsters. Although your comrades are actually already on the ship, they take part in the battle. But since victory in these battles is not rewarded with significant levels of AP, this is really not the best way to increase your characters' statistics.

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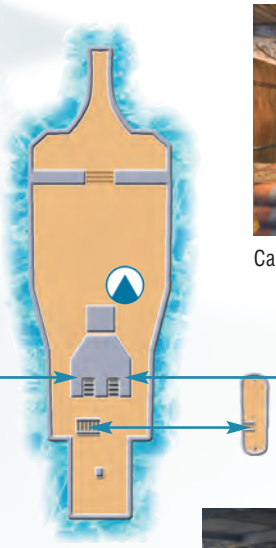
S.S. LIKI

Bridge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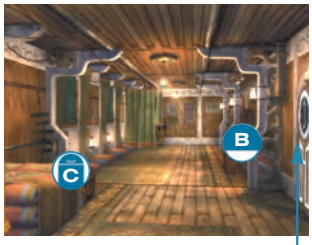

Cabin

Corridor

Power Room

MONSTERS

Name	HP	AP	Steal
Sinscale	100	2	-
• Sinspawn Echuilles	2000	12	-
• Sin	2000	10	-

LEGEND

	Object	Qty.
A	Al Bhed Primer III	1
B	Potion	0 to 20
C	Remedy	1

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THE CALM BEFORE THE STORM

Your newest character, Kimahri, is now available in your menu. If you'd like a particularly short crossing, go to Yuna, then speak to Wakka and then return to Yuna. By the same token, your best bet is to ignore Yuna if you still have business to accomplish on the S.S. Liki. You'd be well-advised to save your game below deck, and to collect a couple of Potions.

Next to the door leading to the bridge is a set of stairs. Take these down to the interior of the vessel, where you'll meet O'aka XXIII. If you talk to the trader again, you'll be offered a chance to invest in his business … but you won't be able to buy anything for the moment. Give him at least 1 Gil. The door on the left leads into the Cabin, where you'll find a Remedy hidden in a chest on the left-hand side. The suitcase on the right is rather unusual: use ⊗ to kick it (Fig. 1). Each kick will be rewarded with a Potion until you've collected 20. However, if your stock of Potions has already reached 20, kicking the suitcase won't yield any more.

Once you're back in the Corridor, don't climb the stairs in the foreground immediately. Instead, go directly to the bottom right of the screen, where you'll see a door leading to the Power Room. You can admire Chocobos at their work. An inconspicuous Al Bhed Primer III is also waiting for you in the foreground to the right (Fig. 2). Got everything? Then go on deck and approach Yuna, before addressing Wakka and then talking to Yuna again (Fig. 3). You'll obtain some information regarding High Summoner Braska and Jecht. Sin launches another attack.

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O'AKA XXIII.

You'll have four chances to invest in O'aka XXIII's business (Fig. 4). Make sure you give him at least 1 Gil, for O'aka is set to become the best and busiest trader in the whole of Spira. The four locations where you can hand over your money are:

1.) S.S. Liki
2.) S.S. Winno
3.) Luca – Number 1 Dock
4.) Mi'ihen Highroad

The total amount invested will have an effect on the prices charged by O'aka on the Mushroom Rock Road. The reference price relates to the normal local Shop.

Investment	Price level
0-100 Gil	Shop x2.0
101-1000 Gil	Shop x1.5
1001-10000 Gil	Shop x1.2
10001 Gil and over	Shop x0.7

An investment of 10,001 Gil will only pay off if you later buy goods worth at least 23,336 Gil on the Mushroom Rock Road. Only then will you really start to make savings. By then, O'aka's stock is quite interesting (see page 82), but it's debatable whether it makes sense to advance so much money. You'll have to decide yourself whether to give him more than 10,001 Gil.

04

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SIN

HP: 2000	AP: 10
Steal: –	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

You'll have to take on three more Sinscales next to Sin's raft (Fig. 5). Once you've disposed of all three, three more will take their place. Therefore, it's a good idea to knock out two Sinscales first while leaving the third pest alone. It may prove a nuisance, but is still less tiresome than a Sinscale trio! You always enter battle with Tidus, Yuna and Kimahri. Your first move should be to replace Yuna with Wakka.

05

As soon as just one active Sinscale is left, use the long-range properties of Wakka's ball and Lulu's spells to attack Sin (Fig. 6). If it's Sin's turn, he will pull at the ship. However, there's no need to worry since this action does not pose any danger. Use Yuna to heal your wounded fighters, or simply send Valefor into battle. Incidentally, even Valefor's normal attacks have an effect on Sin (Fig. 7). Use an Overdrive if you get a chance.

06

Once you've defeated Sin, Tidus falls overboard. Wakka follows him, and the two are attacked by a Sinspawn.

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SINSPAWN ECHUILLES

HP: 2000	AP: 12
Steal: –	
Weaknesses: Darkness	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

This Sin sidekick is also accompanied by Sinscales (Fig. 8). However, in contrast to previous battles, this time you should concentrate on the main monster. The nasty little Sinscales inflict a certain amount of damage, but you'll just have to live with that. Although one attack will suffice to dispatch one of the four Sinscales, he'll be replaced by up to two new pests in each battle round where Sinspawn Echuilles deploys his Drain Touch tactic. You'll soon realise that the Sinscales are simply distracting you from the task at hand.

Sinspawn Echuilles always uses the same pattern when attacking. He deploys Drain Touch twice to attack one character, and then launches a single attack on both characters using Blender (Fig. 9). You can use Wakka's Dark Attack to nullify the Drain Touch. However, Blender will hit its mark, and since the Darkness effect only lasts for three rounds a new dose of it will be necessary.

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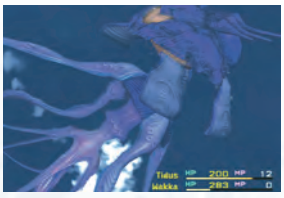
Your best bet is to use the following strategy: when Tidus' turn comes, select Cheer five times, and then just use Attack (Fig. 10). Have Wakka launch an initial Dark Attack, followed by two normal attacks. Then start from the beginning again. In the best-case scenario, you'll be able to end this battle with a residue of over 200 HP each, without having to heal your characters once. Nevertheless, remember that it's always better to use one Potion too many rather than one too few.



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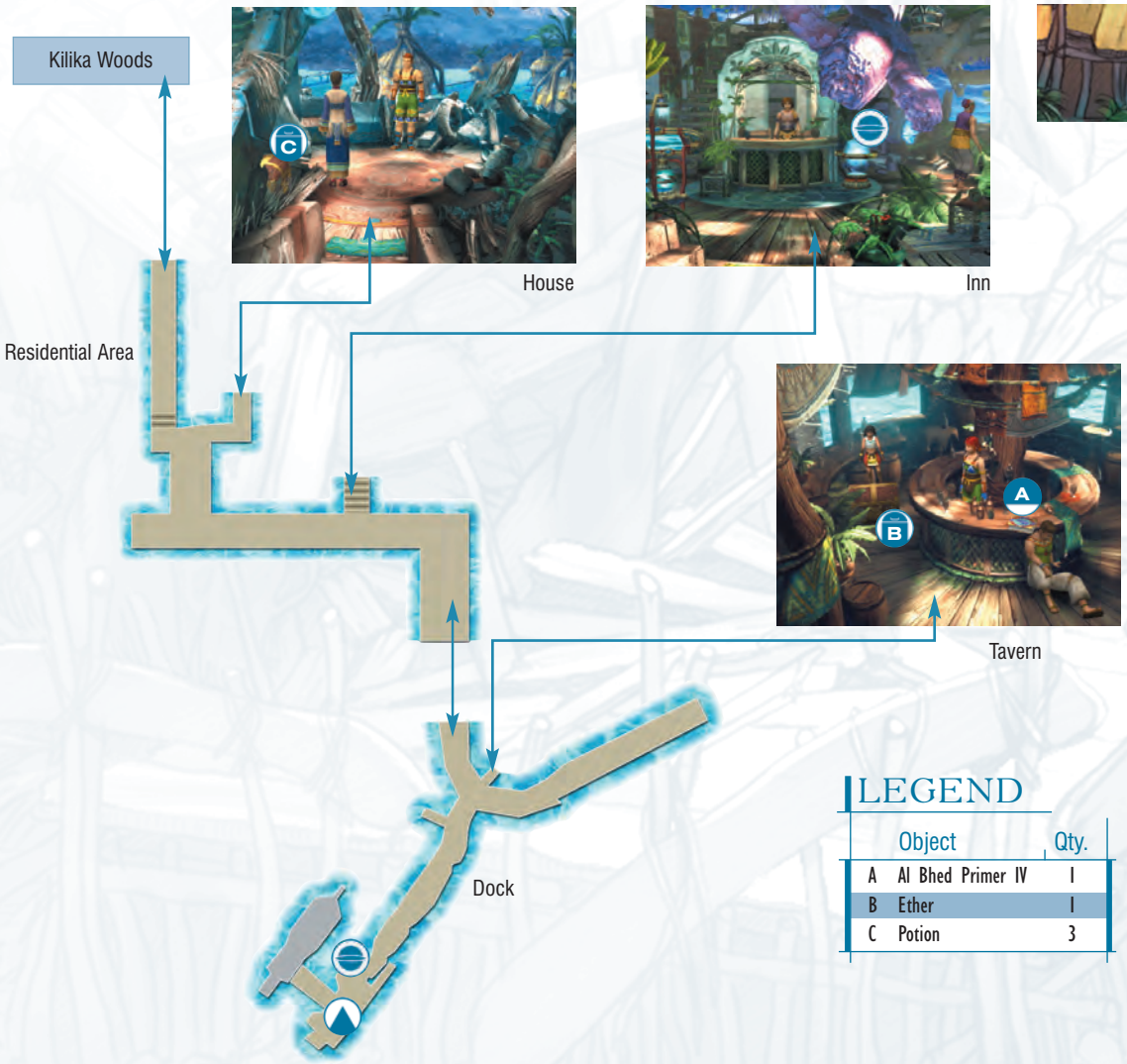
KILIKA



LEGEND

	Object	Qty.
A	Al Bhed Primer IV	1
B	Ether	1
C	Potion	3

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PORT

Unfortunately, your heroic battle against Sin proved useless. Therefore, your options in Kilika are very limited until Yuna finishes sending the souls to the Farplane (Fig. 1). Before doing anything else, go towards the North-West into the Residential Area, where you will automatically spend the night. Your adventure continues in the Inn, where you will also have a chance to save your game.

Leave the building, go to the left and then turn to the North in the direction of Kilika Woods (Fig. 2). You'll be able to watch as a hut collapses and Tidus rescues a little girl if you approach her. Bravery has its reward: if you open the chest in the Tavern in the eastern quarter of the settlement, you'll collect an Ether (Fig. 3). You'll also see Al Bhed Primer IV lying in the centre, in front of the bar. Your luck holds: you'll be able to steal three Potions from a chest in the House … right under the owner's eyes!

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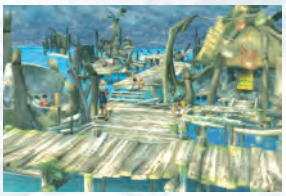

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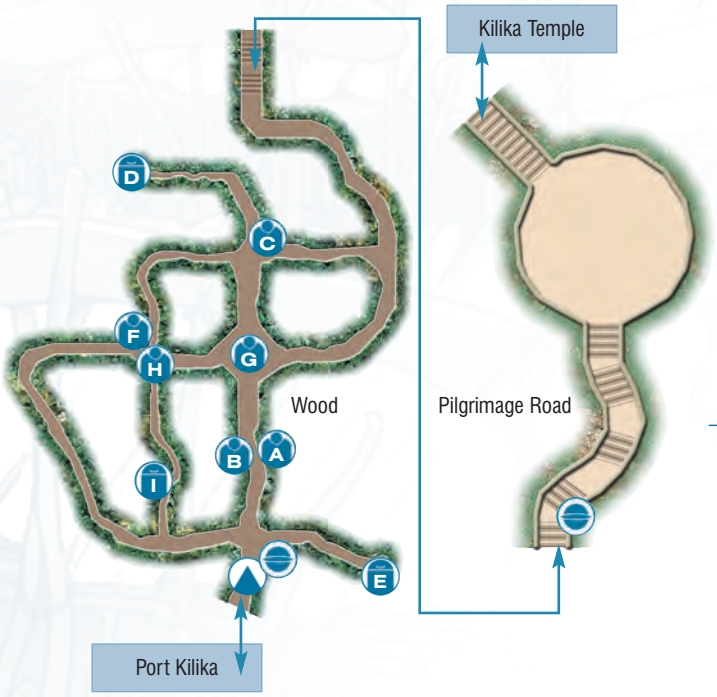
THE SHOP IN KILIKA

Now you can pay a visit to the shop to the South of the Tavern: it's pretty basic (Fig. 4). Although the woman next to the chest sells weapons and equipment, she doesn't have any items in stock. Remember that you'll shortly be able to receive a Scout for Wakka free of charge, and Kimahri already has a Hunter's Spear. After visiting the Shop, go to Wakka, who is standing on the pier in the North-East. The two of you decide to visit the temple together. Your route takes you through the Residential Area to the North.

04

Weapons	Gil	Abilities
Hunter's Sword	250	Sensor
Rod of Wisdom	250	Sensor
Scout	250	Sensor
Cactuar Scope	250	Sensor
Hunter's Spear	375	Piercing+Sensor
Seeker's Shield	150	HP +5%
Seeker's Ring	150	HP +5%
Seeker's Armguard	150	HP +5%
Seeker's Bangle	150	HP +5%
Seeker's Armlet	150	HP +5%

KILIKA WOODS



LEGEND

	Object	Qty.
A	Antidote	4
B	Elixir	1
C	Hi-Potion	1
D	Luck Sphere	1
E	Mana Sphere	2
F	NulBlaze Shield	1
G	Phoenix Down	3
H	Remedy	1
I	Scout	1

MONSTERS

Name	HP	AP	Steal
Killer Bee	110	9	Antidote / Poison Fang
Dinonix	140	9	Soft / Petrify Grenade
Yellow Element	300	9	Electro Marble / Lightning Marble
Ragora	780	20	Antidote / Remedy
• Sinspawn Geneaux	3000	53	-
• Lord Ochu	4649	40	Potion

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EXPLORING THE FOREST

Move forward a few paces to gain some more battle experience (Fig. 1). By using the Special ability Lancet, Kimahri will learn the Seed Cannon attack from a monster known as Ragora. From now on, he'll be able to use this as an additional Overdrive variant. You can use the White Magic Scan (or consult the "Monsters" chapter) to find out which opponents will 'teach' him other abilities in the future. You'll also find more information on this in the Walkthrough.

To the North of the crossroads, you'll again see one of the blue Al Bhed symbols. Even if you've mastered all the letters, you won't be able to decipher this inscription. You'll first have to combine it with a similar inscription that is found later at a quite different location. Gatta and Luzzu are standing a few metres away. They warn you against the Lord Ochu that can be seen out in the background (Fig. 2). You can enter battle right away, put in a little more training, or avoid the confrontation altogether: it's up to you. First, however, you should speak to Luzzu a second time in order to collect four Antidotes.

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Your best bet is to go back a little and pick up the two Mana Spheres. You should also remember to pick up the Scout weapon for Wakka (Fig. 3). It has the Sensor and Icestrike abilities, so you should equip it right away!

Groups of Dinonix, Yellow Elements and Killer Bees render the forest rather inhospitable (Fig. 4). Dinonix turns his opponents into stone, but Yuna can cure this status effect using her Esuna White Magic. The monster itself is very nimble, so you'll have a hard time hitting him. However, like the Killer Bees this creature poses few problems for Wakka. Incidentally, Lulu's Blizzard is also effective against the Killer Bees. Her Water spell is also just the thing to deal with the Yellow Element. You should also try to load Valefor's Overdrive. Take care to select Dismiss before the aeon runs out of HP, and look around for a save point to heal her.

Three people are standing at the crossroads to the West of Lord Ochu. Two of them will flee if you approach and wait for a bit, while the third person moves to the side. If you talk to this person several times (Fig. 5), you'll be rewarded with a Remedy. If you need a Hi-Potion, you can repeat this little game at the crossroads to the North of Lord Ochu (Fig. 6). Remember to open the nearby chest containing a Luck Sphere.

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TIPS

1. If an aeon's HP drops to 0, they cannot be summoned until they have been healed at the next Save Sphere.
2. An aeon's Overdrive gauge is replenished both by attacks and by damage.
3. If an aeon is knocked out, his Overdrive gauge drops back to zero.
4. Aeons are immune against negative status effects such as Darkness, Poison or Sleep.

CHOOSING YOUR ENEMY

You should save your game before taking on Lord Ochu. You'll find a save point on the Pilgrimage Road in the North (Fig. 7). Although the group seems to split up there, Tidus does not have to travel back to the South alone! Approach the battleground from the west to obtain three Phoenix Downs from the Crusader. If you advance from the South, you'll simply have an extra chat with Luzzu. Nothing special will happen if you approach from the North or East. Remember: you can avoid the fight with Lord Ochu and go straight to the North to take on Sinspawn Geneaux.

07

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LORD OCHU

HP: 4649	AP: 40
Steal: Potion	
Weaknesses: -	
Elemental characteristics:	
Fire:	Damage x 1.5
Lightning:	–
Water:	–
Ice:	–

STRATEGY

Remember that this is not a normal boss fight: you can always take flight if things get particularly sticky. One important tip: Lord Ochu is vulnerable to Fire. This applies both to Lulu's magic (Fig. 8) and to weapons with the relevant ability. If Tidus has already learnt Haste, he should use it to speed up Lulu. Wakka can use a Silence Attack to prevent your opponent casting spells. Poisoned characters can be healed using Yuna's Esuna or Antidotes.

Once you've inflicted 2,500 damage points on Ochu, he'll restore lost HP by sleeping (Fig. 9). This ensures that he regains HP in each battle round. If you want to get on his nerves, wake him using a physical attack: he'll react with an Earthquake. You can simply circumvent (or fly around!) the problem by summoning Valefor (Fig. 10). Summon the aeon, attack normally, and then continue using Fire and/or Sonic Wings. However, remember that an Overdrive still inflicts the greatest damage.

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Once you've defeated Lord Ochu, you'll be in line for two rewards. Talk to Luzzu to collect an Elixir, and then pick up a NulBlaze Shield for Tidus from the Crusader at the crossroads in the West. If you haven't done so before, you should now go up to the temple. At the head of the stairs you'll be confronted by a Sinspawn, and there's no escaping this battle.

10

SINSPAWN GENEAUX

HP: 3000	AP: 48
Steal: –	
Weaknesses: Magic	
Elemental characteristics:	
Fire:	Damage x 1.5
Lightning:	-
Water:	Absorbs
Ice:	-

GENEAUX'S TENTACLE

HP: 450	AP: 5
Steal: –	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	Half damage
Water:	Absorbs
Ice:	Half damage

STRATEGY

Before dealing with the monster himself, you should get rid of his two Tentacles (Fig. 11), since these intercept spells directed at Sinspawn Geneaux. Use Haste if possible. Although the Tentacles are immune against Darkness, they are not especially difficult to defeat. Once you've dealt with the Tentacles, take on the creature's body; you'll you'll find that it's vulnerable to Fire (Fig. 12).

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Once the boss's HP has fallen to below 2,400, he'll open his shell … rendering him very vulnerable to normal physical attacks (Fig. 13). Sinspawn Geneaux regularly poisons his attackers, but the effects of the venom can be healed using Esuna or an Antidote. He also attacks using Water spells. You can either avoid this by utilising Wakka's Silence Attack, or use Yuna's NulTide to nullify the effect of the spell. However, this only offers one-off protection. After savouring this relatively easy victory, it's time to visit the temple.

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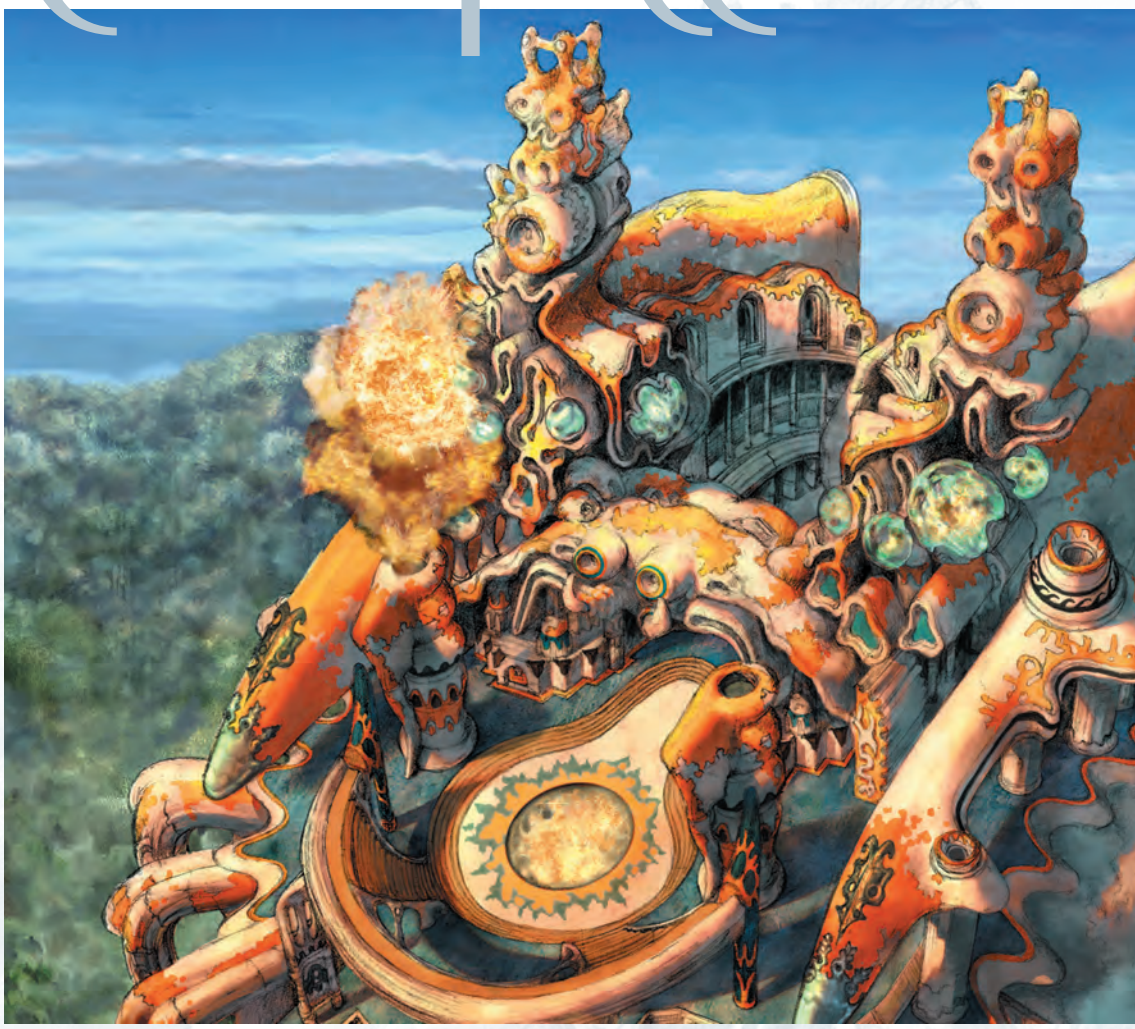
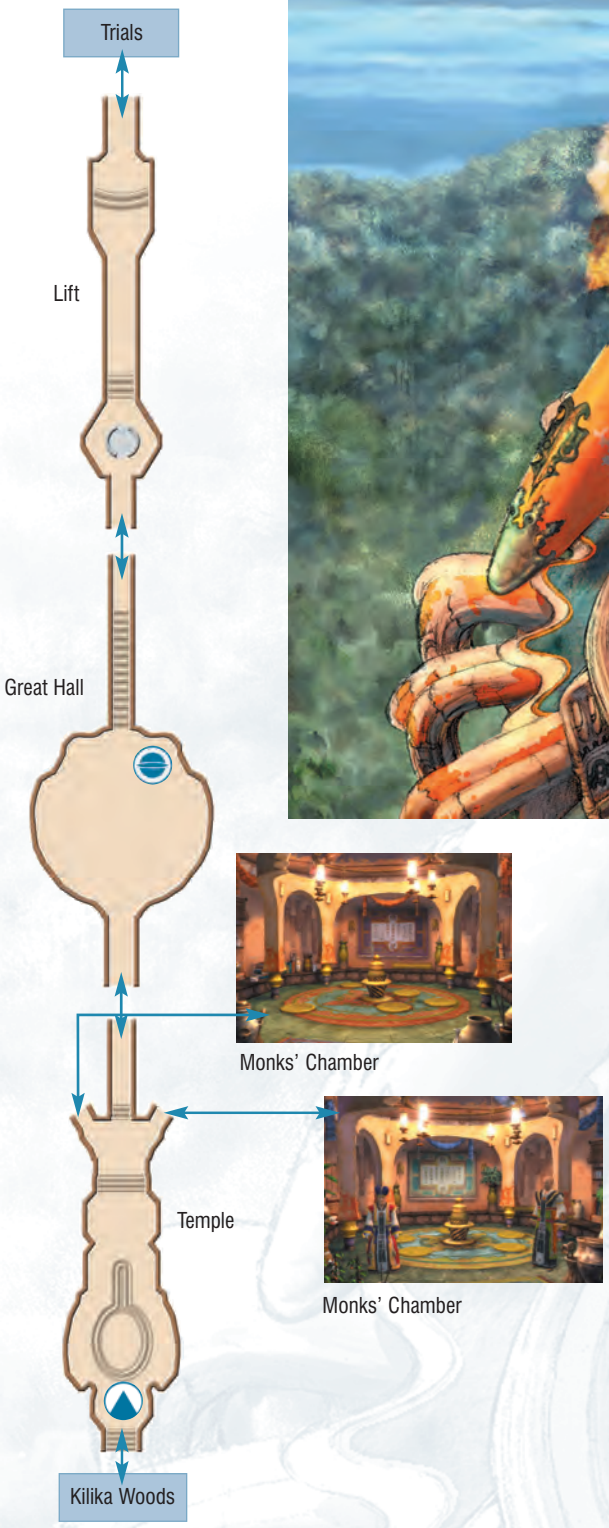
KILIKA TEMPLE

Temple





TO THE CLOISTER!

You'll see people milling around in front of the temple, but they're an uncommunicative bunch with nothing to give you. After an encounter with an opposing blitzball team (Fig. 1), make your way down the stairs to the North and address Wakka in the Great Hall. The arrogant Summoner Dona will then enter the scene (Fig. 2). Now try to enter the Cloister of Trials. Although you must initially wait outside, you should enter the Cloister as soon as the lift returns. Once you've arrived below, go through the door in the background. As soon as you move to open it, you'll be asked whether you'd like to wait here or go inside. There's no point in waiting, so you should proceed.

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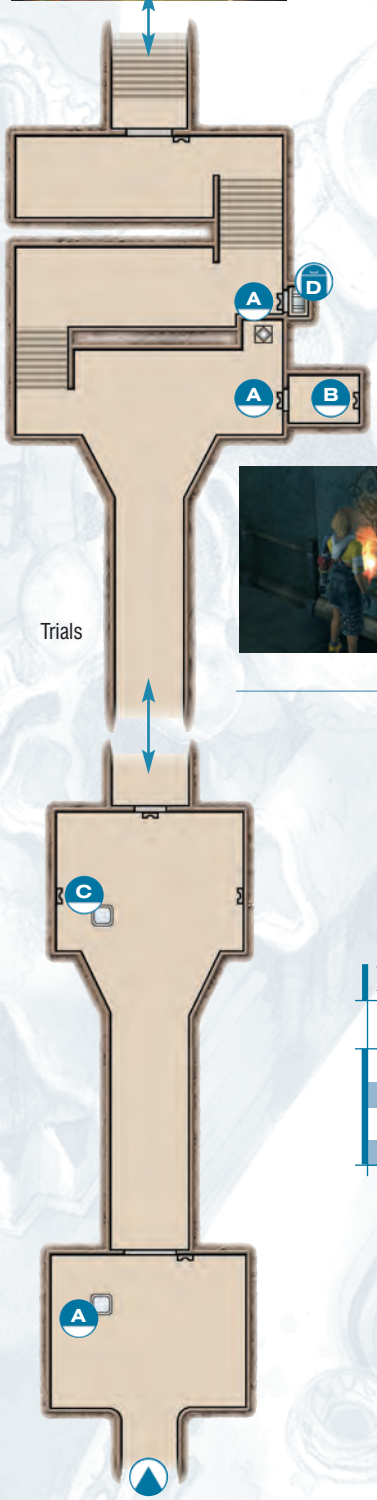
KILIKA
THE CLOISTER OF TRIALS

Antechamber



THE TRIALS

Examine the pedestal to the left, remove the Kilika Sphere (Fig. 1) and insert it into the recess to the right of the door in the North (Fig. 2). Take the Kilika Sphere out again in order to open the passage. Go into the next chamber and insert the Sphere into the recess which you'll see in the North wall. A Glyph will appear (Fig. 3). Remove the Kilika Sphere again and insert it into one of the two recesses in one of the side walls (Fig. 4). If you touch the Glyph, a passage to the North will open. Now remove the Glyph Sphere from the pedestal (Fig. 5) and insert it into the other side wall. >>

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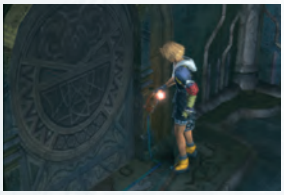

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LEGEND

Object	
A	Kilika Sphere
B	Destruction Sphere
C	Glyph Sphere
D	Red Armlet

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>> Go to the wall of flames and step on the glowing switch to the right (Fig. 6): the pedestal will appear nearby. Take the Kilika Sphere on the right hand side (Fig. 7) and insert it into the pedestal (Fig. 8). If you push the pedestal onto the glowing switch, part of the floor will vanish (Fig. 9). Now fetch the Glyph Sphere from the previous chamber. If you insert it into the recess from which you removed the second Kilika Sphere (Fig. 10), a secret chamber will open.

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Go down the stairs and take the next Kilika Sphere (Fig. 11) from the East wall. Insert it into the North wall and the exit door will be engulfed in flames (Fig. 12). Fetch the Destruction Sphere from the secret chamber (Fig. 13) and insert it on the level below (Fig. 14): this will reveal a chest containing a Red Armlet (Fig. 15). This will protect Kimahri against Fire, Ice and Lightning. Finding the Red Armlet is also an essential part of obtaining the aeon Anima. Now all that remains is to remove the Kilika Sphere from the Northern wall in order to open the exit.

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A NEW AEON

Talk to the guardians several times (Fig. 16) before running to the exit. After a while Yuna will appear together with Ifrit, her new aeon. Now return to the port. If you want, you can test the strength of Yuna's new aeon in the forest. Remember that Ifrit's element is fire, so you can heal him using fire spells (Fig. 17)! Once you've completed your business, you can sail forth on the S.S. Winno (Fig. 18).

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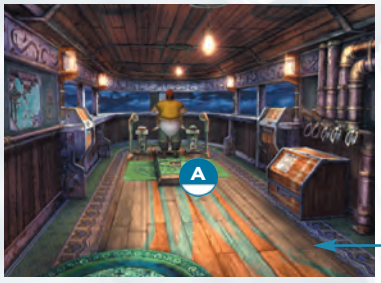
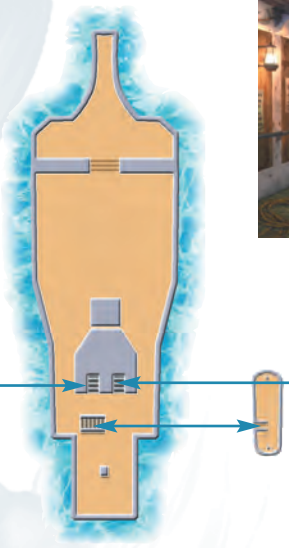
S.S. WINNO

Bridge





Deck

Cabin

Corridor

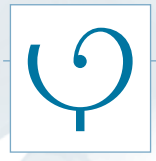
Power Room

LEGEND

	Object	Qty.
A	Al Bhed Primer V	1
B	Hi-Potion	1

O'AKA: ITEMS

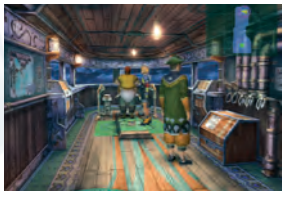
Article	Gil
Potion	50
Phoenix Down	100
Antidote	50



VOYAGE TO LUCA

ou could easily miss the treasure chest behind Letty: it contains a Hi-Potion (Fig. 1), but it will be more visible later. Al Bhed Primer V is well camouflaged in the middle of the green carpet on the Bridge (Fig. 2). You'll find the trader O'aka waiting for donations near the Save Sphere in the Corridor (Fig. 3). Take a look at the S.S. Liki section on page 62 to find out more about the lending business. If you lend him more than one Gil, he'll sell you the items on the list.

01



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EAVESDROPPING ON WAKKA AND LULU

Nothing will happen on board the ship unless you go on deck and then climb up to the upper deck (Fig. 4). Here you'll witness a conversation between Wakka and Lulu. If you now decide to approach the blitzball lying in the middle of the deck beyond the Bridge (Fig. 5), you'll start the Jecht Shot Challenge. You won't be able to try this again until much later on, so it might be a good idea to save beforehand. Before the team starts practising blitzball, you can also talk to Yuna again at the stern of the boat, or you can climb the stairs to eavesdrop on Wakka and Lulu three more times.

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THE JECHT SHOT CHALLENGE

Tidus' father Jecht was a legendary blitzball player (Fig. 6). You now have a chance to learn his trademark shot. To do so, however, Tidus must symbolically rid himself of some unpleasant memories. Various sentences will be shown on screen. Move your directional buttons – or your left analogue stick - in the relevant direction and press ⊗. If the text appears immediately above Tidus, just press the button. You get one trial run, and then things get serious: you must hit eleven sentences within 10 seconds in order to pass the test. Your best bet is to tap ⊗ repeatedly throughout, while moving your stick in the required directions. If you're successful, Tidus will perform the Jecht Shot under the admiring gaze of the Aurochs (Fig. 7). There's no need to despair if you fail though, just go across to Yuna to complete your trip to Luca.

There was a purpose to the challenge: if you succeeded, from now on, Tidus will be able to use this special shot when playing blitzball. You'll only have to play one blitzball game during your adventure, and it really doesn't matter whether you win or lose. However, if you enjoy the game and would like to improve your chances of victory, you'll find the Jecht Shot very handy. If you don't learn it now, you'll have to wait until much later before you can return to the S.S. Winno and try again.

06

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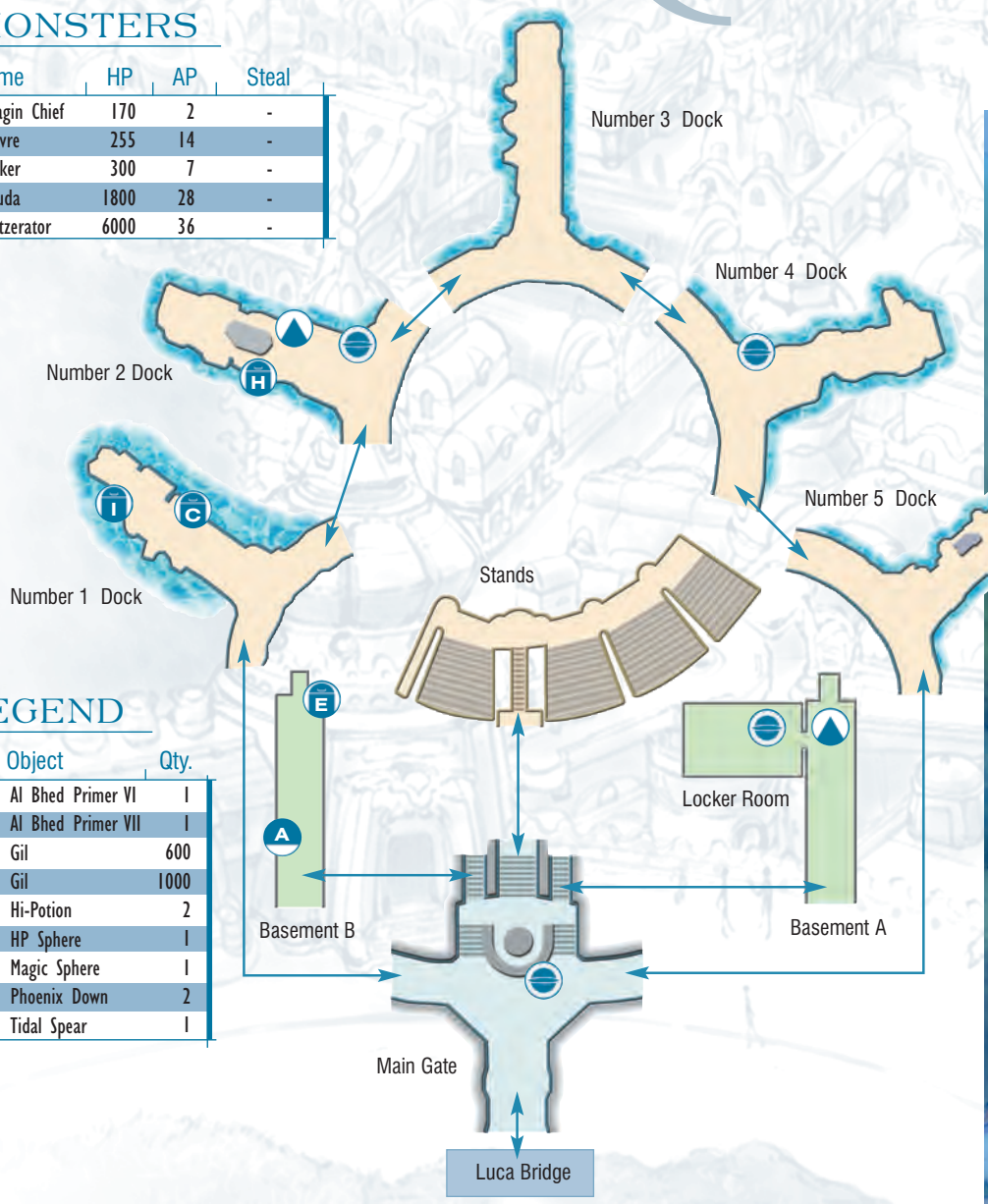
LUCA

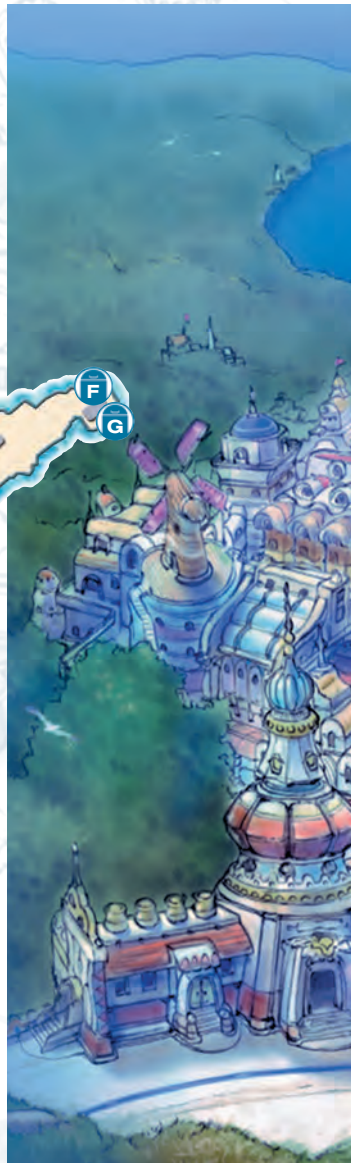
MONSTERS

Name	HP	AP	Steal
Sahagin Chief	170	2	-
Vouivre	255	14	-
Worker	300	7	-
Garuda	1800	28	-
• Oblitzerator	6000	36	-



LEGEND

	Object	Qty.
A	Al Bhed Primer VI	1
B	Al Bhed Primer VII	1
C	Gil	600
D	Gil	1000
E	Hi-Potion	2
F	HP Sphere	1
G	Magic Sphere	1
H	Phoenix Down	2
I	Tidal Spear	1



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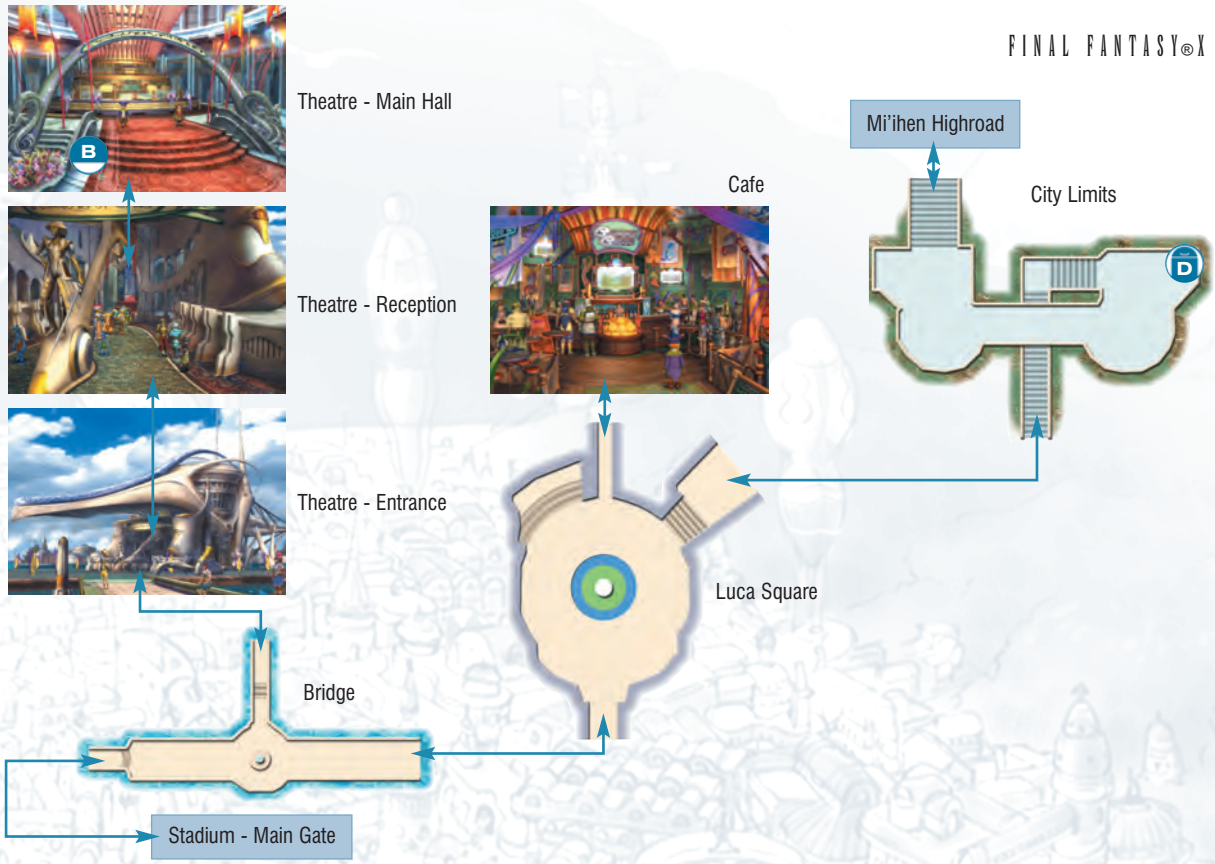

LONG LIVE BLITZBALL!

After arriving in Luca (Fig. 1), you'll have to go across to the neighbouring dock in the North-East, where the religious leader of Spira, Maester Mika, is just arriving. He is accompanied by the young Maester Seymour, a member of the Guado people. You'll see a treasure chest marked at Number 2 Dock on your map, but you'll only find it there after this event. But first let's focus on what matters in life: blitzball!

Blitzball is on the agenda …. along with some extensive explanations (Fig. 2). Don't worry: there's no need for you to memorise the seemingly endless rules for now. You've got a while until the first game, and there's plenty of time for you to get to grips with the blitzball rules. After the Tutorial, you'll discover that Auron has been spotted in a cafe. Your acquaintance from Zanarkand is apparently a renowned guardian in Spira. If you like, you can brush up on the blitzball rules again by examining the Monitor to the left of Wakka (Fig. 3).

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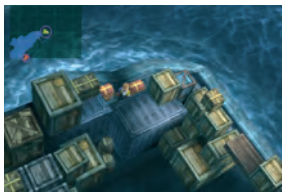
TREASURE HUNT

Before meeting Yuna, you'll have a chance to collect a few useful items. You can expand your vocabulary in Basement B: Al Bhed Primer VI is lying just behind a player's foot (Fig. 4). You may as well take the opportunity to open the chest at the end of the passage: you'll be rewarded with two Hi-Potions. If you want you can leave the tour of the docks for later, but if you do choose to have a look around, you'll find two treasure chests on the Number 5 Dock, hidden behind a huge stack of crates (Fig. 5). There's also a new chest waiting for you on the Number 2 Dock. Once you've completed your tour of the docks, your booty will include an HP Sphere, a Magic Sphere, two Phoenix Downs, 600 Gil and a Tidal Spear. Kimahri will find the Tidal Spear a useful weapon, since it has the abilities Piercing and Waterstrike.

04



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THE FLYING TRADER

Take a good look at the gentleman with the green rucksack on Number 1 Dock (Fig. 6). It's O'aka, and now he has a few useful items on offer. You'll find the Thunder Spear, with its Lightningstrike ability, handy in forthcoming battles, although it's not absolutely vital.
However, the Stunning Steel sword has the rare Slowtouch ability, and is therefore a useful - if expensive - addition to your armoury.

06

O'AKA

Weapons	Gil	Abilities
Stunning Steel	3050	Slowtouch
Rulebreaker	1550	Poisontouch
Thunder Spear	1125	Piercing, Lightningstrike
Magic Ring	1250	MP +5%
Magic Bangle	1250	MP +5%
Red Armlet	1550	Fire Ward

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50

A VISIT TO THE THEATRE

You'll meet Yuna at the southern Stadium exit. While you're there, why not pay a visit to the Theatre? The Monitor in the entrance area (Fig. 7) is now displaying Fiend Info. This new function provides you with tips on fighting specific opponents, in this case Bomb and Dual Horn, and you can also gather some practical experience (Fig. 8). Don't worry if this training battle costs your group their lives, they will simply come back in the same state they were in before the battle. Incidentally, Kimahri cannot learn any new Overdrives during these practice battles. Your Overdrive gauges will not fill up during these practice battles. You'll find Al Bhed Primer VII lying on the ornate carpet in Reception (Fig. 9).

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TIPS

If you enquire at the Reception desk, you'll be able to enter the Main Hall, where you can savour the game's movie sequences and musical interludes one more time. However, this is a rather expensive pleasure, since you'll first have to buy Movie Spheres and Music Spheres from the two little men at the Entrance to the Theatre. You can view a maximum of 50 films, each of which costs 5,000 Gil, or listen to a total of 68 musical interludes at 2,000 Gil each. Since you can return here later on in the game, there's no need to buy any now.

SEARCHING FOR AURON

You can look around the Square a bit more. If your funds are low, you'll find 1,000 Gil further to the East (Fig. 10). If you're eager to spend your money, take a look at the woman on the right of the Square: she has a dog on a leash (Fig. 11). The lady is selling weapons and equipment; see the Luca - Shop section. Now enter the Cafe to the North (Fig. 12). Although Auron is not there, the café is occupied by a band of kidnappers who promptly disappear with Yuna.

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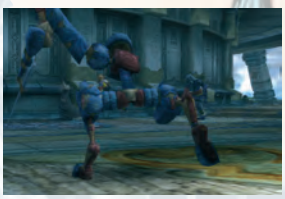
SHOP IN LUCA

Weapons	Gil	Abilities
Warrior's Sword	150	Strength +3%
Enchanted Rod	150	Magic +3%
Power Ball	150	Strength +3%
Magical Mog	150	Magic +3%
Halberd	225	Piercing, Strength +3%
Metal Shield	250	Defence +3%
Metal Ring	250	Defence +3%
Metal Armguard	250	Defence +3%
Metal Bangle	250	Defence +3%
Metal Armlet	250	Defence +3%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50

RESCUING YUNA

Your destination is the Number 4 Dock. Since the direct route there is blocked, you'll have to go West, out of the Stadium. Each time you try crossing between the docks, you'll be attacked by two Workers (Fig. 13). If you happen to have weapons with the Lightningstrike ability, you should equip them now. Otherwise, you'll find Lulu's Thunder very effective (Fig. 14). Try and use Haste to speed up Lulu's actions. On Dock 4, you'll have to battle two robots three times in a row. Once you've finally defeated them, you should save your game before boarding the Al Bhed vessel (Fig. 15), where you'll find yourself facing a formidable opponent. If your fighters would like to put in a little more training, you can go back for random encounters with more Workers on the docks.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OBLITZERATOR

HP: 6000	AP: 36
Steal: –	
Weaknesses: –	
Elemental characteristics:	
Fire:	Half damage
Lightning:	Damage x 1.5
Water:	Half damage
Ice:	Half damage

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STRATEGY

With 6,000 HP, the Oblitzerator is a hard nut to crack. There's a one-in-three chance that he'll Counter attacks. Incidentally, Counter means that an opponent hits back immediately or casts a spell, even if it's not his turn. Such an action does not count as a turn in the context of the battle.

Your opponent will use Darkness to counter physical attacks and Silence to counter magic attacks. These status ailments last for one round. You're lucky that there's a crane, but you'll need to power it up before you can use it. Have Lulu cast Thunder on the crane three times (Fig. 16). If Tidus has mastered Haste, you should speed up Lulu at the start of battle. Following the third Thunder spell, Tidus will be able to use a Trigger Command to set the crane in motion. It will sever the Oblitzerator's upper half (Fig. 17), reducing your opponent's HP to 1/16 of the current level. This means that the machine has a maximum of 375 HP left, so defeating him shouldn't pose too much of a problem.

BEING THERE IS EVERYTHING

Yuna is now safe, and Wakka gets to lead the Aurochs to victory in the first match of the tournament. Now it's your turn. You have one last chance to learn the rules of the game in the Locker Room: just have a word with Datto to do so (Fig. 18). Once you're ready, turn to Wakka (Fig. 19). This is the only blitzball session which you absolutely have to complete. Unfortunately, it turns out to be quite a difficult match to win. The result does not affect the rest of the story however, and the prize for victory - a Strength Sphere - is no great reward.

If you are determined to win though, there are a few things you should remember (see Blitzball-Tips.)

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BLITZBALL-TIPS

1. Try to hold the ball in the first half of the match (Fig. 20). Make full use of passes, so that you get more experience points.
2. During half time, equip Tidus with the Jecht Shot technique if you learnt it on the S.S. Winno (see page 72).
3. Wakka comes on in place of Tidus three minutes after the start of the second half. This interrupts any action … even a shot at goal. Therefore, you should ensure that the ball is passed quickly to Tidus so that he can execute the lengthy Jecht Shot (Fig. 21).
4. The Jecht Shot puts two defenders completely out of action, so there's no need to include them when calculating offensive and defensive levels.
5. If the game is still a draw at the end of normal time, there's another break and then the teams play on until the game is decided by a Golden Goal.

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A FAMILIAR ENEMY

Once the game is over, you'll get a chance to save your game before enemies attack the Stadium. Tidus and Wakka must eliminate a total of 17 Sahagin Chiefs. You'll face three opponents during the first battle (Fig. 22). During the second battle, you'll again face three opponents, but three more are waiting behind them. And the third group has five 'substitutes' waiting to enter battle. Use Haste whenever possible, and exploit Wakka's Overdrive to the full (Fig. 23). If you stop the three rolls on the same colour, all enemies will be damaged. Unlike when dealing with Auron and Tidus, the time taken has no effect on the damage done by the Overdrive. The colours appear in the following sequence: yellow, blue, white and red.

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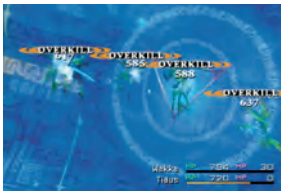

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AURON RETURNS

Auron first gives a short solo performance: he can dispose of his enemies using a single shot (Fig. 24). He then joins forces with Tidus and Wakka in battle against a Garuda (Fig. 25). Use Wakka's Dark Attack immediately to ensure that the monster's next three attacks fail. Use Auron's Power Break to weaken the Garuda's physical attacks – just to be on the safe side. After this battle, Seymour intervenes. The monsters are helpless when faced with his aeon Anima. Once the fighting is over, you'll learn of a connection between Jecht and Sin.

Auron will be part of your team from now on. Go to the edge of the city, where he officially offers his services to Yuna (Fig. 26). Head out of Luca and climb the stairs to the Mi'ihen Highroad. If you feel like doing a little shopping before you leave town, you'll find that weapons and items are now being sold at the Main Gate inside the Stadium (Fig. 27). The items on offer also include a few for Auron: a Shimmering Blade and a Metal Bracer. Prices and abilities are the same as the equipment for Kimahri. This is the best place to get equipment and items for now, as O'aka has already moved on.

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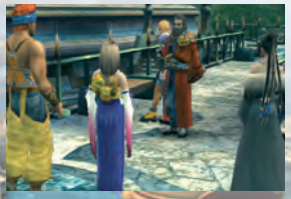
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MI'IHEN HIGHROAD

MONSTERS

Name	HP	AP	Steal
Floating Eye	140	21	Echo Screen / Musk
Mi'ihen Fang	160	20	Potion / Sleeping Powder
Ipiria	180	24	Soft / Petrify Grenade
Raldo	240	20	Potion / Hypello Potion
Vouivre	255	14	Potion / Silver Hourglass
White Element	390	20	Antarctic Wind x1 / x2
Thunder Flan	450	24	Electro Marble x1 / x2
Bomb	850	22	Bomb Fragment x2 / x3
Dual Horn	1875	42	Potion / Hi-Potion
• Chocobo Eater	10000	90	Potion

LEGEND

	Object	Qty.
A	Al Bhed Primer VIII	1
B	Al Bhed Primer IX	1
C	Antidote	2
D	Antidote	4
E	Ether	1
F	Eye Drops	3
G	Fortune Sphere	1
H	Gil	600
I	Gil	2000
J	Heat Lance	1
K	Hi-Potion	1
L	Hi-Potion	1
M	Hi-Potion	2
N	Hunter's Spear	1
O	Ice Brand	1
P	Lv. 1 Key Sphere	1
Q	Lv. 1 Key Sphere	1
R	Mars Crest	1
S	Mega Potions	2
T	Red Ring	1
U	Remedy	1
V	Scout	1
W	Soft	3
X	Thunder Blade	1
Y	Chocobo Feather	1

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GIFTS FOR THE SUMMONER

our journey is pretty straightforward at first. Talk to all the people you encounter on the road (Fig. 1), and after just a few metres, you'll have received a High Potion, two Antidotes and a Hunter's Spear. This weapon provides Kimahri with three practical abilities: Piercing, Sensor and Strength +10%. You'll see an old man on the left side of the road. This is the historian Maechen, who is known all over Spira for his knowledge of the past. He'll offer a sample of his knowledge at an old ruin further to the North (Fig. 2). Don't forget to open the chest containing an Ice Brand sword: you'll find it behind the building.

Numerous Fiends are also travelling along the Highroad. Your first battle here will once again highlight Auron's strengths. After the initial fight, focus your attention on two monsters: Bomb (Fig. 3) and Dual Horn (Fig. 4). Using his special Lancet attack, Kimahri can learn Self Destruct and Fire Breath from these monsters. However, Self Destruct should be used with caution: although it inflicts massive damage, Kimahri is removed from the battle, and cannot be replaced by another team member.

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TIPS

From now on, you can teleport to the blitzball Stadium from any Save Sphere. Take a look at the Blitzball chapter to find out more about the game, including the various prizes on offer. Amongst these, you will notice extra Overdrives for Wakka, such as Attack Reels.

Also, you can now use the Blitzball Scout System to sign new players to the Aurochs. Use the ⊡ button to talk to people, and if they are blitzball players, you will see a list of their stats and be given the opportunity to sign them if they are not already signed to another team.

DUEL OF THE AEONS

Shortly after meeting Maechen, you'll come across three Chocobo Knights. A few metres further on, you'll see a woman called Belgemine to the right of the road (Fig. 5). If you talk to her, she'll challenge Yuna to a duel of the aeons. Don't worry if your aeons are dead or damaged, as Belgemine will heal them before the battle. Unfortunately, there's no Save Sphere nearby, so you'll have to go back to the start of the Highroad if you want to play safe. Of course, that may offer a chance for your characters to put in a little more training! Belgemine will vanish as soon as you reach the Mushroom Rock Road (see page 81).

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IFRIT VS. VALEFOR

Belgemine is relying on Ifrit. You'll therefore have to summon Valefor, since two of the same aeon cannot fight each other. It's almost impossible to defeat the enemy using Overdrive (Fig. 6) alone. Remember that your aeon will have to take quite a long rest after such an attack - and that the enemy will attack several times during this pause. Therefore, it might be a good idea to attack a few times before using Valefor's Overdrive, even if you send her into battle with a full Overdrive gauge.

Ifrit attacks by alternating between a normal Attack and a Meteor Strike. You should select the Shield function before each Meteor Strike in order to protect Valefor (Fig. 7). Since your opponent is immune to the Sonic Wings attack's Delay effect, you should rely on normal attacks or use Blizzard spells (Fig. 8).

If you lose, you'll receive a Seeker's Ring as a consolation prize. If you win, Belgemine will present you with an Echo Ring with the abilities HP +10% and Silence Ward.

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TIPS

Kimahri only has a small area on the Sphere Grid at his disposal. However, he can move into other areas using a Lv. 1 Key Sphere: it's up to you where he goes. It might make sense to go toward Rikku's area first, so that you can learn the Steal ability. Then, by heading for Tidus' area, you can learn Haste and increase his agility at the same time. Finally, head for Auron's area to build up Kimahri's strength.

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THE CHOCOBO KNIGHTS

In the second Highroad section, you'll see a chest containing a Remedy lying behind a Chocobo Knight. A few metres further on, you'll see a ball lying on the road (Fig. 9). Leave it alone and have a word with the child nearby. If you then kick away the ball, the child will reward you with three Softs. A man wearing white trousers and a blue shirt will present you with a Red Ring.

The passers-by on the Highroad – Central section are rather generous: you'll be presented with a Lv. 1 Key Sphere, four Antidotes and 600 Gil. Don't forget to examine the chest lying to the right of the road: it contains 2,000 Gil (Fig. 10). You'll also find an Ether lying in front of the Crusaders' wagon. Behind the cart, a woman will give you a Hi-Potion. To the right, in the bay, you'll meet with Luzzu and Gatta (Fig. 11). A little later you'll meet Shelinda again (Fig. 12), before practically stumbling over a chest containing three Eye Drops right in the middle of the road.

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RIN'S TRAVEL AGENCY

Your group takes a well-earned break here. You can have a chat with Yuna outside. A customer will present you with a Lv. 1 Key Sphere after the subsequent dialogues. You can make a few purchases at the counter (Fig. 13), and an Al Bhed Compilation Sphere lying on the floor enables you to load in additional Al Bhed Primers from other Final Fantasy X saves on your memory card. If you try to leave the premises, the proprietor will press you to take Al Bhed Primer VIII, and he'll add two Mega-Potions to your inventory. Save your game before leaving to check what's happening to the North. You'll have a chance to fill your Overdrive gauge if you head South first.

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RIN'S SHOP

Weapons	Gil	Abilities
Warrior's Sword	150	Strength +3%
Enchanted Rod	150	Magic +3%
Power Ball	150	Strength +3%
Magical Mog	150	Magic +3%
Halberd	225	Piercing, Strength +3%
Shimmering Blade	225	Piercing, Strength +3%
Pearl Shield	250	Magic Defence +3%
Pearl Ring	250	Magic Defence +3%
Pearl Armguard	250	Magic Defence +3%
Pearl Bangle	250	Magic Defence +3%
Pearl Armlet	250	Magic Defence +3%
Pearl Bracer	250	Magic Defence +3%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Shield	50
Grenade	300
Map	50

CHOCOBO EATER

HP: 10000 | AP: 90

Steal: Potion

Weaknesses: Darkness, Power Break, Slow

Elemental characteristics:

Fire:	Damage x 1.5
Lightning:	–
Water:	–
Ice:	–

STRATEGY

If possible, you should first use Haste to speed up Lulu, and then inflict Darkness to teach your opponent a lesson. Auron can then attempt a Power Break, but this attack does not always succeed. Lulu's best bet is to use Fire (Fig. 14).
In order to ensure that all your characters gain AP, they should each take part in at least one battle round if possible.

Physical attacks will only have the usual effect if executed using weapons with the Piercing ability. Once you have caused over 1,200 HP of damage to the Chocobo Eater, he will fall on his back, rendering him vulnerable to normal attacks (Fig. 15).
If you manage to take off a further 500 HP while he's on his back, the monster will be pushed close to the abyss at his rear. Unfortunately, your own fighters also have their backs to an abyss ...

There are various ways of concluding this battle. If you manage to push your opponent over the precipice, you'll be rewarded with two Lv. 1 Key Spheres. In order for this to happen, you'll have to push the monster forward in the manner described (Fig. 16). However, if the Chocobo Eater manages to push your party over the edge, you will be forced to continue your journey from the Highroad – Oldroad South, near the Save Sphere. You'll also have to make do without any AP or new items.

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RIDING THE CHOCOBO

If you've managed to defeat the Chocobo Eater, you'll continue your journey in front of Rin's Travel Agency. If you have a word with the attendant (Fig. 18), you'll be able to borrow a Chocobo free of charge. If you choose not to take the attendant up on her offer, another attendant at the northern end of the Highroad will give you the same deal.

You cannot fight while riding a Chocobo, which means that you cannot gain additional AP. However, you can talk to people and collect items … such as Al Bhed Primer IX lying on the northern Newroad (Fig. 19). Whilst riding a Chocobo, you may want to examine the Chocobo Feather (Fig. 20), which will cause your Chocobo to leap to a higher level. This is the only way you can reach the chest containing the Heat Lance.

If you continue your journey on foot North from Rin's Travel Agency, you'll meet a variety of Ipirias, Thunder Flans and Vouivres (Fig. 21).

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HIGHROAD – NORTH END

At the North End of the Highroad, you'll notice a chest containing two Hi-Potions to the left. You can rent Chocobos next to the cages (Fig. 22). You will pay an increased price if the Chocobo Eater managed to push your party over the edge.

Take a look at the Monitor next to the tunnel in the North (Fig. 23): it provides some useful information concerning Funguars, Garudas and Basilisks. Since your way is blocked, you should pay a visit to the Oldroad in the East.

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THE OLDROAD

Jump onto your Chocobo: two feathers (Figs. 24, 25) help you gain possession of Scout, Thunder Blade and a Fortune Sphere.

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You'll meet O'aka near the Save Sphere on the Oldroad - South. This is your last chance to give him money and influence his prices. If the Chocobo Eater pushed your party over the edge, your journey will continue from this point.

To the South, at the end of the cul-de-sac, you'll come across the Mars Crest (Fig. 26). This Key Item is not yet useful, but it is very valuable. Now continue North, towards the roadblock.

SEYMOUR CLEARS THE WAY

After your detour on the Oldroad, dismount at the North End and walk towards the barrier. The man to the right is discussing the plans of the Crusaders and the Al Bhed. His comrade to the left (Fig. 27) is handing out small gifts in return for donations. There's no need to choose between the items on offer as you can acquire them all. 100 Gil will buy you a Scout with the Sensor ability, while 1,000 Gil will buy you an Ice Lance with Piercing and Icestrike. If you shell out 10,000 Gil, you'll be rewarded with a Moon Ring which has the SOS Shell and SOS Protect abilities. You can also make multiple purchases of each item.

The guard on the right will not let you pass, but if you leave the passage, Seymour will appear and ensure that you are let through (Fig. 28). Don't follow him until you've completed all your business, as you won't be able to return from the Mushroom Rock Road for a while.

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MUSHROOM ROCK ROAD

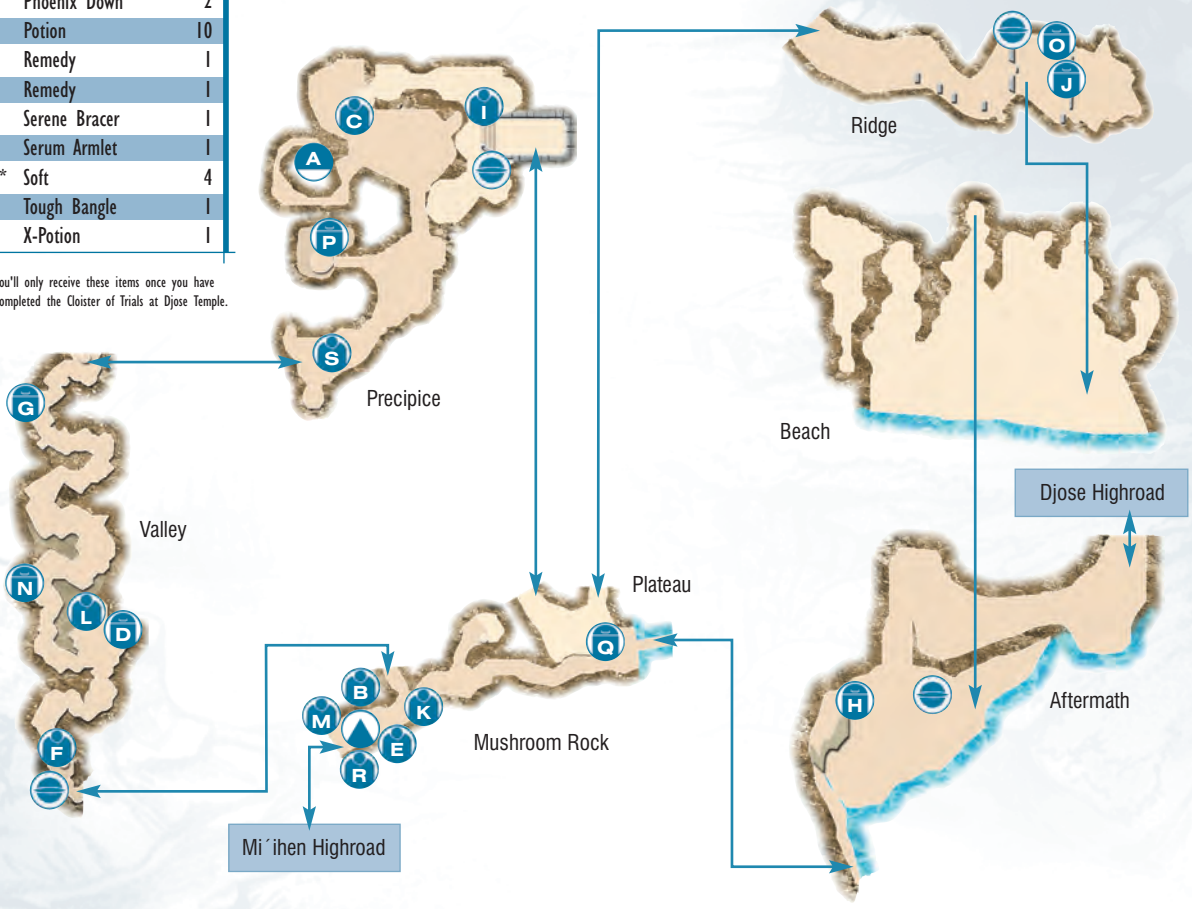
MONSTERS

Name	HP	AP	Steal
Gandarewa	148	32	Electro Marble x1 / x2
Raptor	200	32	Soft / Petrify Grenade
Lamashtu	275	32	Potion / Silver Hourglass
Red Element	450	32	Bomb Fragment x1 / x2
Funguar	540	44	Silence Grenade / Ether
Garuda	1400	170	Smoke Bomb x1 / x2
• Sinspawn Gui	12000	400	Potion

LEGEND

	Object	Qty.
A	Al Bhed Primer X	1
B	Ether	1
C	Gil	400
D	Gil	1000
E	Hi-Potion	1
F	Hi-Potion	1
G	Hi-Potion	1
H	Hi-Potion	1
I	Mega-Potion	1
J	Mega-Potion	1
K	Phoenix Down	2
L	Potion	10
M	Remedy	1
N	Remedy	1
O	Serene Bracer	1
P	Serum Armlet	1
Q*	Soft	4
R	Tough Bangle	1
S	X-Potion	1

* You'll only receive these items once you have completed the Cloister of Trials at Djose Temple.



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AN INVITATION FROM SEYMOUR

You'll generally receive items from talking to people. The guards to the left and right of your starting point (Fig. 1) will present you with a Remedy and a Tough Bangle, which offers Lulu a bonus of HP +20%. Also in the area, you will find an Ether, a Hi-Potion and two Phoenix Downs. Yuna is summoned to an audience, so you'll have to head North-West towards the Mushroom Rock – Valley. You'll meet O'aka again at the corner (Fig. 2). How on earth did he manage to overtake you again? His prices now depend on the amount of money you invested in his business earlier. The prices in our table correspond to a basic price of 100%. You'll have to multiply these figures by 70%, 120%, 150% or 200% to obtain the current prices. Take a look at page 62 to find out more about the principle underlying O'aka's price structures.

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ON THE MUSHROOM ROCK

O'AKA

Weapons	Basic price	Abilities
Ice Brand	750 Gil	Icestrike
Metal Shield	525 Gil	HP +5%, Defence +3%
Rod of Wisdom	525 Gil	Magic +3%, Sensor
Magic Ring	2025 Gil	HP +5%, MP +5%
NulFrost Armguard	975 Gil	HP +5%, SOS NulFrost
Magic Bangle	2025 Gil	HP +5%, MP +5%
Light Bracer	1575 Gil	Slow Ward

Items	Basic price
Potion	50 Gil
Phoenix Down	100 Gil
Antidote	50 Gil
Eye Drops	50 Gil
Echo Screen	50 Gil

EN-ROUTE TO THE MEETING

Pay special attention to the Funguar during battles (Fig. 3) as they use Poison to counter physical attacks. Fight Funguar with magic (preferably Fire), or try out Wakka's Sleep Attack. Of course, Garuda are even more dangerous, but you already know that Darkness is the best weapon against this flying monster.

After receiving a Hi-Potion from a nearby person, climb onto the round platform past the next Save Sphere and you will be carried upwards (Fig. 4). On your way to the North, make sure you open the three chests containing 1,000 Gil,a Remedy and a Hi-Potion. Don't forget to have a word with the guard next to the first chest (Fig. 5) for which you'll be rewarded with ten Potions. If you bump into Shelinda, make sure you talk to her (Fig. 6) as she will fully restore all your characters' HP and MP. If only you could take Shelinda along! However, she would probably find you pilgrims rather slow as she always manages to keep one step ahead.

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Near the Chocobo Knight Elma, another platform takes you up to the Mushroom Rock – Precipice. You will receive an X-Potion from the man at the top. After travelling a little further to the North, turn to the left. There you'll find yet another transportation platform which takes you down to a chest containing a Serum Armlet. The next turn-off to the West takes you to Al Bhed Primer X (Fig. 7). Talk to the man who is by the platform to the North and you will receive 400 Gil.

If you have a word with the guard next to the Machina right at the top (Fig. 8), you'll be rewarded with a Mega-Potion. If you're curious about Wakka's late brother, Chappu, take a few steps to the South before entering the Machina. After the conversation between Luzzu and Gatta you'll have another chance to talk to Luzzu who has some interesting information to reveal.

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TIPS

In areas where you're likely to confront monsters, there's no harm in wandering around a bit. The more AP you collect, the more you can progress on the Sphere Grid, and the easier it will be to defeat future opponents. If Lulu has already mastered the second stage elemental spells - Fira, Thundara, Watera and Blizzara - you'll find the upcoming boss fight easier. On the other hand, if you take the quickest route through the game you could have a hard time surviving future battles.

Sooner or later, your characters will learn new Overdrive Modes. Tidus should be the first to learn a new Overdrive Mode: in this case the Warrior mode. Once the message has been displayed, you'll have to activate this new function in your Overdrive menu. The Overdrive Mode Warrior may fill Tidus'Overdrive gauge faster than his original mode, Stoic.

OPERATION MI'IHEN

Walk up to the Command Centre (Fig. 9). The Knight in front of the entrance will provide you with information on the planned operation. Next to the Save Sphere, you'll find O'aka waiting for you again. He's now offering some very expensive (and very valuable) weapons, with useful abilities. With Counter Attack, your character will respond to a physical attack by an enemy with an attack of his/her own, which will not count as a battle turn. Initiative will increase the party's chances of a Pre-emptive Strike. Stonetouch will occasionally add Petrification to a physical attack, although some fiends are immune to this. Once again, the prices charged depend on your previous investments (see page 62). The list below states the basic price of 100%.

When trying to enter the warehouse, you'll be stopped by Gatta. It's up to you how to react. Gatta will then go away, but you will have another chance to talk to him. If you select the bottom option both times, Gatta will not survive the upcoming battle. Otherwise, Luzzu will die. Your decision will not change the course of the game for your party.

It's easy to miss one of the two chests (Fig. 10): it contains a Serene Bracer, while the other chest contains a Mega-Potion. You'd be well advised to save your game here, and then have a word with the soldier standing near Seymour (Fig. 11), which will initiate the next battle (Fig. 12). As with any other boss fight, you should enter the battle with full Overdrive gauges, especially the aeons'.

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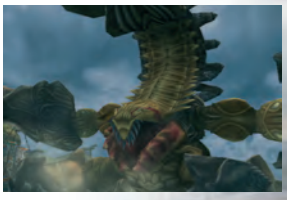

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O'AKA

Weapons	Basic price	Abilities
Avenger	4050 Gil	Counter-Attack
T.K.O.	5050 Gil	Stonetouch
Sentry	9075 Gil	Piercing + Initiative
Pearl Ring	250 Gil	Magic Defence +3%
White Armlet	1550 Gil	Ice Ward
Alert Armlet	250 Gil	Sleep Ward
Blue Bangle	2625 Gil	Magic Def. +3%, Water Ward
Red Ring	6150 Gil	Fire Ward, SOS NulTide
Lucid Armguard	1875 Gil	Magic Def. +3%, Confuse Ward

Items	Basic price
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50

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SINSPAWN GUI	HEAD	ARMS x2
HP: 12000 AP: 400	HP: 4000 AP: 48	HP: 800 AP: 37
Steal: Potion	Steal: Potion	Steal: Potion
Weaknesses: Power Break	Weaknesses: –	Weaknesses: –
Elemental characteristics:	Elemental characteristics:	Elemental characteristics:
Fire: –	Fire: –	Fire: –
Lightning: –	Lightning: –	Lightning: –
Water: –	Water: –	Water: –
Ice: –	Ice: –	Ice: –

STRATEGY

This dangerous opponent consists of four parts. You only need to target the torso, since the arms intercept physical attacks against the body (Fig. 13). Direct physical attacks only have an effect if you use a weapon with the Piercing ability. A shattered Arm will regenerate after two or three battle rounds.

You'll find Cheer and Power Break useful. First use Haste to speed up Yuna, so that she can use her healing powers more quickly. Lulu should attack the torso with an elemental spell (Fig.14), while Auron should first deal with the arms before turning his attention on the torso. The Head can also pose a few problems. If one of your fighters points out that the Head is moving suspiciously, have Lulu cast a spell on it, or have Wakka perform a physical attack on it (Fig. 15). This will enable you to prevent a dangerous poison attack.

If Lulu has mastered second level elemental spells such as Fira, she'll be able to help destroy the Arms temporarily. This will give your group a free rein, allowing them to concentrate their attacks on the torso. You should also have the aeons come to your aid (Fig. 16). Their Overdrives will inflict a few thousand HP damage. If possible, have each of your characters take part in at least one round in order to gain AP.

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SINSPAWN GUI – ROUND 2

No sooner have you defeated the monster than you have to enter battle again. This time however, things are considerably less difficult. Sinspawn Gui has just 6,000 HP, his Head 1,000 and his Arms another 800. You'll be fighting alongside Yuna, Auron ... and Seymour! (Fig. 17) This means that the battle is practically child's play. While Yuna concentrates on healing, Seymour will use his powerful elemental spells to attack the creature - so there's really not much left for Auron to do!

This is your only chance to see Seymour's Requiem Overdrive in action (Fig. 18). The explosion spares none of your opponents. Unfortunately, it takes quite a while for the young Maester's Overdrive gauge to fill up.

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LIFE GOES ON

Following your victory you'll receive six Lv. 1 Key Spheres, allowing you to unlock new areas on the Sphere Grid. You'll then have to find Gatta or Luzzu on the North of the beach (Fig. 19). After another movie sequence, you continue your journey in the Mushroom Rock – Aftermath area. The map shows a link with the southern area of Mushroom Rock, but you cannot make use of this yet, even though a green square on the game map indicates an “exit”. For the moment, your only option is to set off towards the North-East in the direction of Djose (Fig. 20). Don't forget to examine the chest containing a Hi-Potion. You'll also encounter Shelinda and O’aka again, but the latter is now only selling Items.

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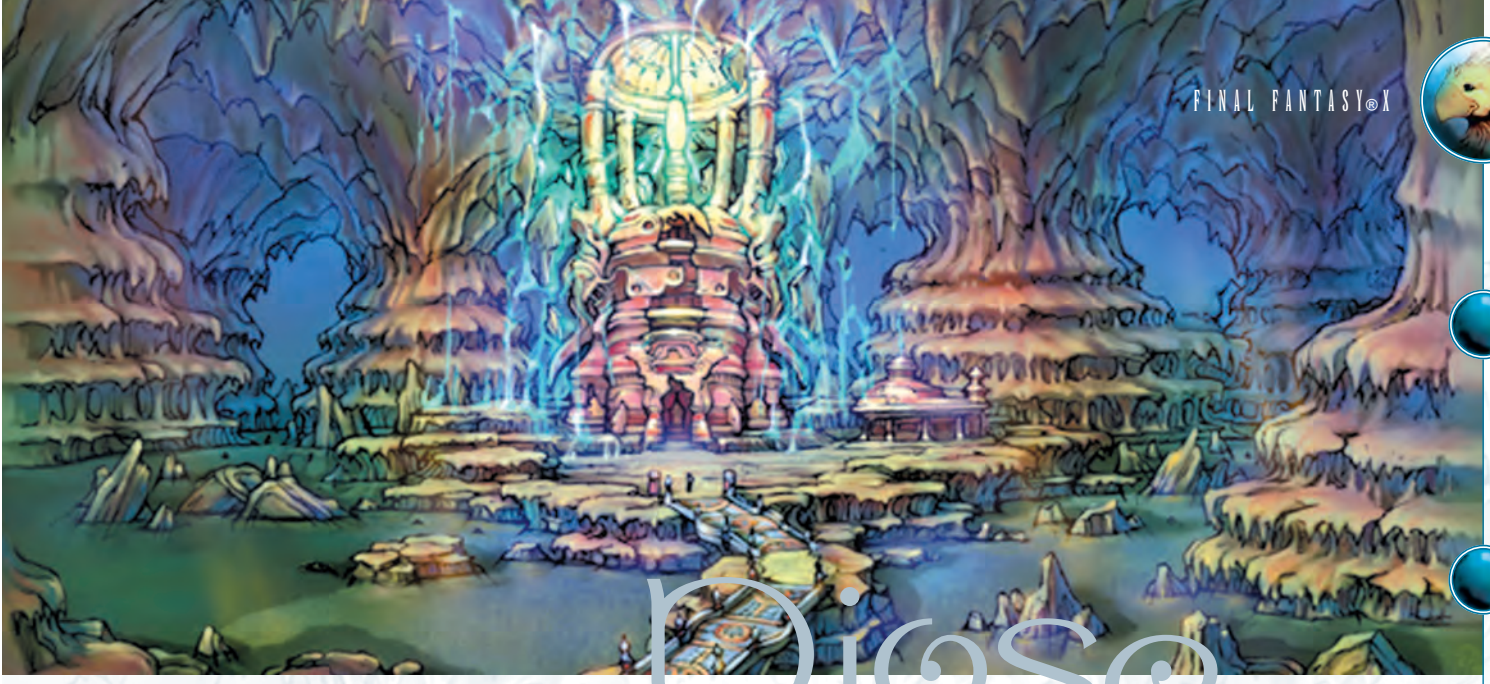
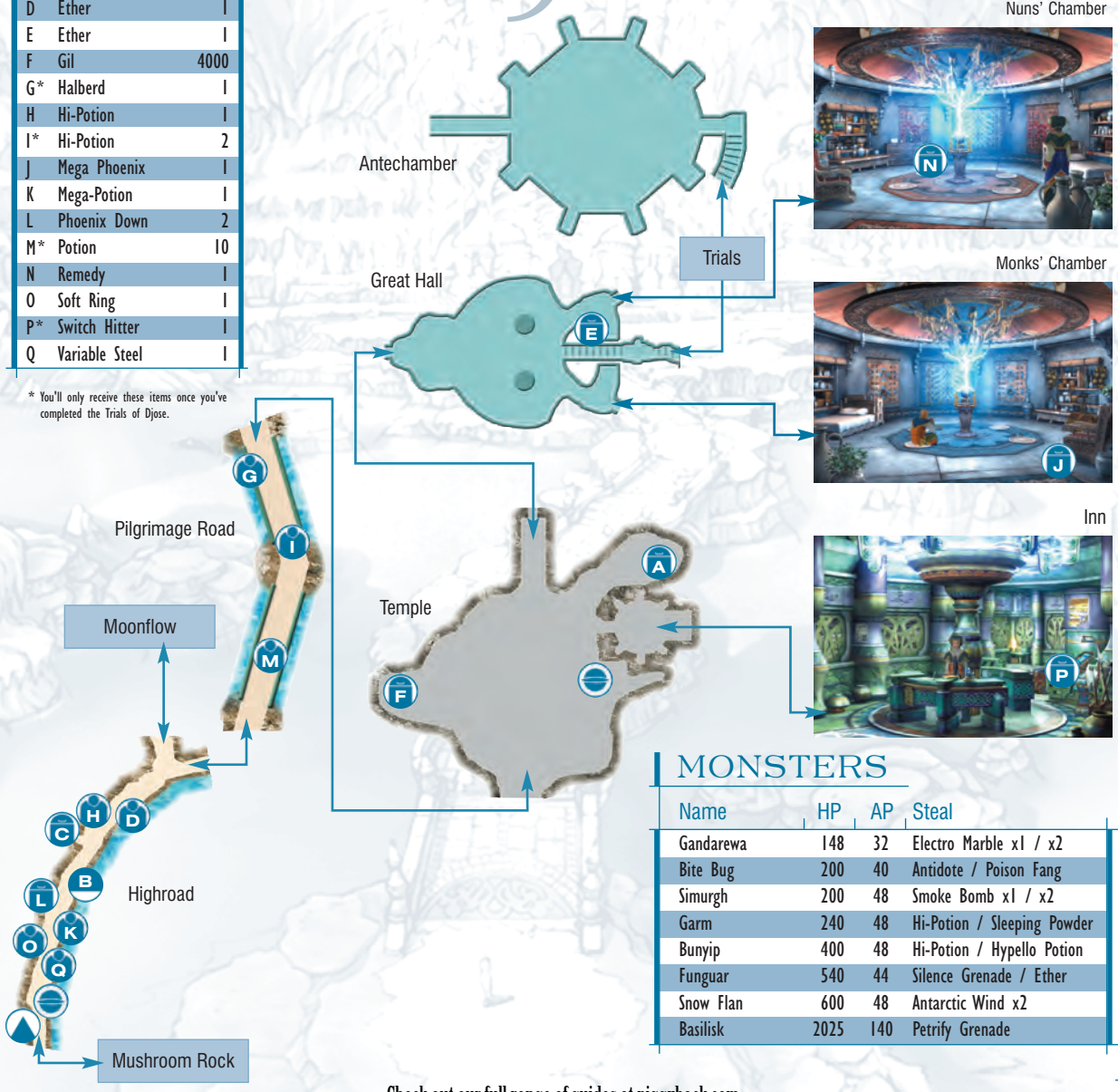


DJOSE HIGHROAD

LEGEND

	Object	Qty.
A	Ability Sphere	4
B	Al Bhed Primer XI	1
C	Bright Bangle	1
D	Ether	1
E	Ether	1
F	Gil	4000
G*	Halberd	1
H	Hi-Potion	1
I*	Hi-Potion	2
J	Mega Phoenix	1
K	Mega-Potion	1
L	Phoenix Down	2
M*	Potion	10
N	Remedy	1
O	Soft Ring	1
P*	Switch Hitter	1
Q	Variable Steel	1

* You'll only receive these items once you've completed the Trials of Djose.



MONSTERS

Name	HP	AP	Steal
Gandarewa	148	32	Electro Marble x1 / x2
Bite Bug	200	40	Antidote / Poison Fang
Simurgh	200	48	Smoke Bomb x1 / x2
Garm	240	48	Hi-Potion / Sleeping Powder
Bunyip	400	48	Hi-Potion / Hypello Potion
Funguar	540	44	Silence Grenade / Ether
Snow Flan	600	48	Antarctic Wind x2
Basilisk	2025	140	Petrify Grenade

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FRIENDLY GIFTS

You'll receive numerous gifts en-route to the temple - the final section of your pilgrimage. A Crusader will give you a Variable Steel if you talk to him twice (Fig. 1). Although this sword only has the Strength +3% Ability, you'll find the three free Ability Slots useful; they can always be configured later. Another man will present you with a Soft Ring (Fig. 2): the Stoneproof ability will protect Yuna from the petrification status ailment.

Other generous characters present you with a Mega-Potion, a Hi-Potion and an Ether. You'll find Al Bhed Primer XI lying behind a rock (Fig. 3). Don't forget to examine the two chests at the edge of the path, which yield two Phoenix Downs and a Bright Bangle offering protection against Darkness. Since Lulu rarely uses physical attacks, and her magic is not impaired by Darkness, you won't find this item very useful, but you can always sell it if your funds are running low!

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TIPS

You can carry a total of 177 pieces of equipment with you. If your inventory is full and you come across any new equipment, a special menu will pop up which enables you to discard any unneeded equipment. Alternatively, you could just leave the new item where you found it. Since this is a pretty tedious process, your best bet is to sell any equipment that you no longer require. The money you receive for your equipment is the same in all Shops.

A BASILISK'S EYE

You'll find Stoneproof especially useful if you come across Basilisks (Fig. 4): they can turn opponents to stone with one look. Although this status effect can be quickly and simply remedied using Esuna or Soft, the game will be over if all three of your characters are turned to stone. On the plus side, however, Kimahri can learn the Stone Breath Overdrive from the Basilisks.

04

THE TEMPLE OF DJOSE

Ignore the turn-off to Moonflow at the Northern end of the Highroad for the moment. Follow the rest of your party to the temple (Fig. 5). Outside, take a moment to collect 4,000 Gil and four Ability Spheres. You'll also find that weapons are sold at the Inn. You will then meet the Summoner Isaaru in the Great Hall (Fig. 6). Finally, take a look in the chambers and collect an Ether, a Remedy and a Mega Phoenix. You may want to save your game before climbing the steps and starting the Trials.

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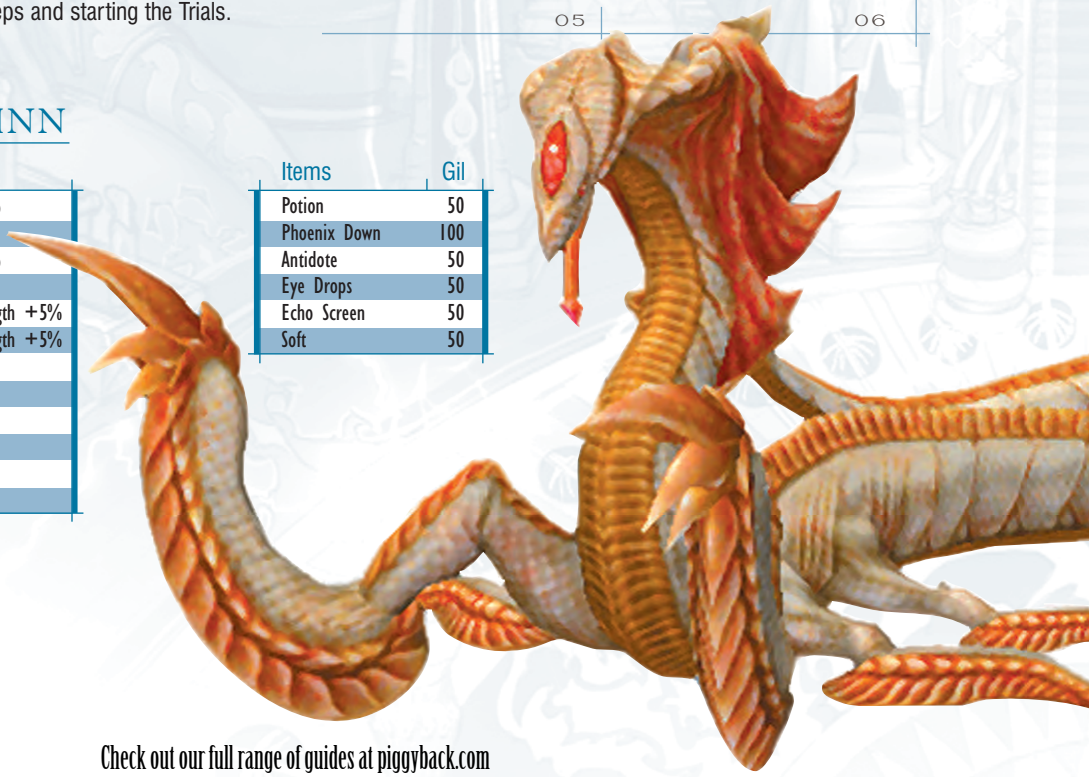
SHOP IN THE INN

Weapons	Gil	Abilities
Fencing Saber	550	Strength +5%
Rune Rod	550	Magic +5%
Hyper Ball	550	Strength +5%
Rune Mog	550	Magic +5%
Halberd	825	Piercing, Strength +5%
Shimmering Blade	825	Piercing, Strength +5%
Metal Shield	550	Defence +5%
Metal Ring	550	Defence +5%
Metal Armguard	550	Defence +5%
Metal Bangle	550	Defence +5%
Metal Armlet	550	Defence +5%
Metal Bracer	550	Defence +5%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50



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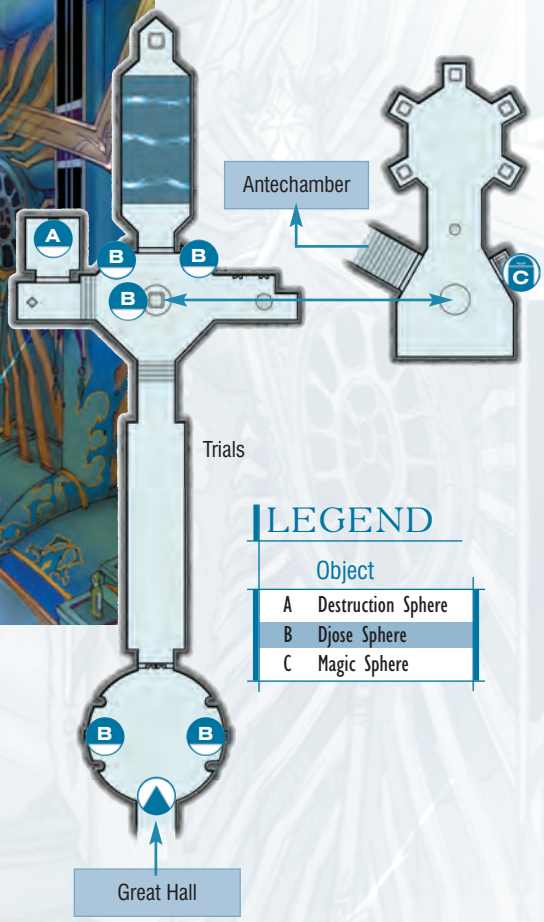
DJOSE THE CLOISTER OF TRIALS



LEGEND

Object	
A	Destruction Sphere
B	Djose Sphere
C	Magic Sphere

THE TRIALS

You'll find one Djose Sphere in a recess in both the left and right walls. These can be inserted in the large door to the North (Fig. 1). Enter the next chamber and examine the floor around the pedestal: your aim is to illuminate all parts of the symbol. Beyond the pedestal, take one of the two Djose Spheres from the wall (Fig. 2). Holding the sphere, walk East to the passage and insert the Sphere in one of the two wall recesses (Fig. 3). Then fetch the other Sphere from the middle of the room and insert it next to the first one. The pedestal under the ceiling should now light up (Fig. 4). Now push the pedestal from the middle of the room, which already has a Djose Sphere inserted, beneath the pedestal, which is illuminated (Fig. 5). This charges the Sphere. >>

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>> Remove the Sphere and insert it into the recess to the right of the door in the centre of the room (Fig. 6). A passage to the North will open up. Insert both Djose Spheres from the eastern passage into the pedestal (Fig. 7) and teleport it by stepping on the glowing field in the western passage (Fig. 8). Then push it towards the North into the room with the electro-field. Jump onto the platform (Fig. 9). You'll find a pedestal at the northern end of the room: push it into the wall (Fig. 10). This will cause the eye symbol on the floor of the central chamber to light up.

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Return to the West passage and step on the glowing switch there: the pedestal will return to the middle of the room (Fig. 11). Remove the charged Djose Sphere from the right of the door and insert it in the recess to the left (Fig. 12), causing another part of the symbol to light up. Remove both Djose Spheres from the pedestal and take them - one after the other - to the starting room in the South. There, insert the Spheres into the side walls (Fig. 13). The symbol is now complete (Fig. 14). The pedestal will turn into a platform, which lifts Tidus up to the next level.

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The room in the North is surrounded by five pedestals. Push each one into the wall (Fig. 15). A set of stairs will appear close to the lift and a new pedestal will appear in the centre of the corridor (Fig. 16). Don't approach the stairs for the moment. Instead, take the lift down. You'll now see a Glyph on the wall by the glowing switch in the West passage (Fig. 17). If you examine it, the wall will open, and you'll find a Destruction Sphere behind it. Take the Destruction Sphere back up with you, and insert it into the pedestal (Fig. 18). This will open up a nearby chamber (Fig. 19), and you'll receive a bonus item: a Magic Sphere. Now use the stairs to access the temple Antechamber.

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FAREWELL TO DJOSE

While you are dealing with Dona (Fig. 20), Yuna takes care of the next aeon. If you go towards the exit, Yuna will appear having obtained Ixion. Before you leave the area, you may want to go to the inn where you'll be able to open a chest containing a Switch Hitter for Wakka. Next go to the Nuns' Chamber to look for Yuna. Have a word with the person next to Yuna in order to wake her. Save your game in front of the Inn. On your way to the crossroads in the South, chat to the people on the bridge: you'll be rewarded with a Halberd (Fig. 21), two Hi-Potions and ten Potions.

Your route from Mushroom Rock – Aftermath to the South is now clear again (see page 84). You can access the southern area of Mushroom Rock by crossing a stack of crates in the South-West (Fig. 22). Of course, this detour makes little sense simply to open a chest containing four Softs. However, this route will theoretically take you to Luca, and from there you can even return to Besaid.

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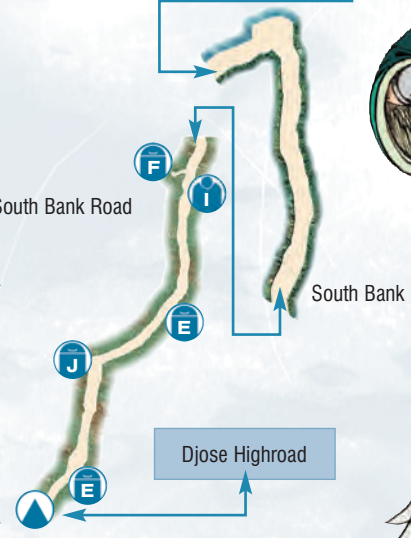
MOONFLOW

LEGEND

	Object	Qty.
A	Antidote	4
B	Ether	1
C	Al Bhed Primer XII	1
D	Gil	5000
E	Lv. 1 Key Sphere	3
F	Magic Def Sphere	1
G	Mega-Potion	1
H	Phoenix Down	2
I	Summoner's Soul	1
J	X-Potion	1

North Wharf

South Wharf



MONSTERS

Name	HP	AP	Steal
Gandarewa	148	32	Electro Marble x1 / x2
Bite Bug	200	40	Antidote / Poison Fang
Garm	240	48	Hi-Potion / Sleeping Powder
Bunyip	400	48	Hi-Potion / Hypello Potion
Funguar	540	44	Silence Grenade / Ether
Snow Flan	600	48	Antarctic Wind x1 / x2
• Extractor	4000	660	Potion
Ochu	7200	180	Remedy x1 / x2

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MEETING OLD ACQUAINTANCES

Follow the path North, whilst keeping an eye out for the four chests lying to the side of the path. Two of them contain three Lv. 1 Key Spheres each, one contains an X-Potion and one a Magic Def Sphere. Their locations are clear from the little niches which you'll see on your game map (Fig. 1). En-route you'll also bump into Shelinda and Kimahri's two Ronso rivals, Biran and Yenke (Fig. 2). To the North, Belgemine is waiting to challenge you. As usual, she will heal Yuna's aeons before the battle (Fig. 3). Your best bet is to ensure that Yuna or her aeons enter battle with full Overdrive gauges.

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BATTLE OF THE AEONS – PART 2

Belgemine summons Ixion and you should select Ifrit (Fig. 4). Remember that Ifrit can be healed with Fire. If Ixion still manages to beat your Ifrit, you always have Valefor in reserve. It's normally enough to use physical attacks until your Overdrive gauge has been filled before unleashing Hellfire (Fig. 5). Your opponent throws in the towel after around 6,000 damage points. If you win, you'll be rewarded with two Dragon Scales, and if you lose you'll receive six Smoke Bombs. Regardless of the outcome of the battle, you'll be presented with a Summoner's Soul, enabling you to add to your aeons' abilities as long as you have the necessary items. Now proceed further to the North, in the direction of the South Wharf.

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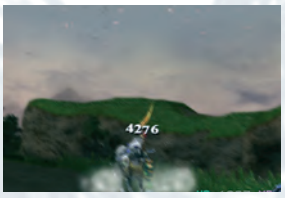

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TIPS

To start off with, you should teach your aeons abilities such as Aim, Cheer, Focus and Reflex. To do so, you'll need items such as Ability Spheres, Mana Spheres, Power Spheres or Speed Spheres – and you'll need five or ten of them in each case. If you won the two Dragon Scales, you'll be able to teach an aeon Watera. If you don't have enough of the item in question, the game won't tell you how many you are missing. Take a look at page 19 in the How to Play chapter to find out this information.

ON THE SOUTH WHARF

If you lent him money at the start of the game, you'll find O'aka standing to the East of the wharfs. The chest next to him contains two Phoenix Downs. The woman on the stairs up front is selling a few goods (Shop 1), as is the large fellow further to the right (Shop 2). Go towards the tent in the West, where the Shoopuf driver is hanging around. Address the blue character in front of the crane to continue your journey (Fig. 6). Before doing so, make sure you take the 5,000 Gil from the chest behind Lulu in the tent. The man in the right-hand corner is also a trader (Shop 3). When you leave the tent, exit the area to the East. When you re-enter the scene, you'll see a woman standing in front of the tent (Fig. 7): she's also selling some rather pricey goods (Shop 4). Save your game before setting off with the Shoopuf (Fig. 8), and make sure you equip Wakka and Tidus with weapons which have the Lightningstrike or Slowtouch abilities. It might also be a good idea to pack a handful of potions.

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O'AKA

Weapons	Gil	Abilities	Items	Gil
Double-Edge	2175	Firestrike, Icestrike	Potion	50
Switch Hitter	975	Strength +5%, Strength +3%	Phoenix Down	100
Snakehead	3075	Magic +5%, Poisontouch	Antidote	50
Mythril Ring	1575	Magic Def +5%, Defence +5%	Eye Drops	50
Emerald Bangle	1125	Magic Def +5%, Defence +3%	Echo Screen	50
Serum Bracer	1425	Poison Ward, SOS NulShock	Soft	50

SHOP 1

Weapons	Gil	Abilities	Items	Gil
Bright Shield	1968	Defence +5%, Dark Ward	Potion	62
Serum Ring	1781	Defence +5%, Poison Ward	Phoenix Down	125
Danger Armguard	1968	SOS NulShock, SOS NulBlaze	Antidote	62
Echo Bangle	1968	Defence +5%, Silence Ward	Eye Drops	62
Soft Armlet	3281	Defence +5%, Stone Ward	Echo Screen	62
Blue Bracer	3843	Defence +5%, Water Ward	Soft	62

SHOP 2

Weapons	Gil	Abilities	Items	Gil
Serum Shield	2850	Magic Def +5%, Poison Ward	Potion	100
NulTide Ring	3150	Magic Def +5%, SOS NulTide	Phoenix Down	200
Soft Armguard	5250	Magic Def +5%, Stone Ward	Antidote	100
Emerald Bangle	2250	Magic Def +5%, Magic Def +3%	Eye Drops	100
Bright Armlet	3150	Magic Def +5%, Dark Ward	Echo Screen	100
White Bracer	6150	Magic Def +5%, Ice Ward	Soft	100

SHOP 3

Weapons	Gil	Abilities	Items	Gil
Hunter's Sword	2250	Strength +5%, Sensor	Potion	100
Flametongue	3750	Strength +5%, Firestrike	Phoenix Down	200
Ice Ball	3750	Strength +5%, Icestrike	Antidote	100
Twin Lance	8700	Piercing, Firestrike, Icestrike	Eye Drops	100
Blurry Moon	6150	Piercing, Darktouch	Echo Screen	100
			Soft	100

SHOP 4

Weapons	Gil	Abilities	Items	Gil
Rod of Darkness	7076	Magic +5%, Darktouch	Potion	92
Fatal Cait Sith	14892	Deathtouch	Phoenix Down	185
Noxious Cait Sith	5688	Magic +5%, Poisontouch	Antidote	92
Force Lance	5827	Magic +5%, Strength +5%, Piercing	Eye Drops	92
Thunder Spear	6937	Magic +5%, Lightningstrike, Piercing	Echo Screen	92
			Soft	92

EXTRACTOR

HP: 4000 | AP: 660

Steal: Potion

Weaknesses: Slow

Elemental characteristics:

	Fire:	Half damage
	Lightning:	Damage x 1.5
	Water:	Half damage
	Ice:	Half damage

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STRATEGY

This battle involves Tidus and Wakka (Fig. 9). Lightningstrike weapons are useful, and you'll also find that Haste and Slow come in handy. If you decide to use Wakka's Overdrive, you should try to stop the reels at least twice on the yellow symbol (i.e. the Lightning).

Your opponent will use the Aqua Shooter attack for two rounds (Fig. 10). In the third round, it will swim up and prepare to lay its Depth Charges. It'll then unleash a massive explosion which will inflict the Darkness status effect. If you manage to inflict over 500 HP of damage between these two actions, the explosion will be halted and the Extractor will return to the depths (Fig. 11). You could use Provoke to entice it back, but that would increase its attack strength for the next two rounds. If your characters are too weak to inflict the necessary 501 HP of damage, your only option is to use potions before the explosion.

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ON THE NORTH WHARF

You can save your game again upon reaching the opposite shore. O'aka will be waiting for you in the West with a sack full of items. You'll see Al Bhed Primer XII on top of the ramp to the right of him (Fig. 12). A little further to the West there's another chest, containing Ether. If you proceed further to the West, your party will be joined by another guardian. Tidus will come across his old acquaintance, Rikku, on the riverbank (Fig. 13).

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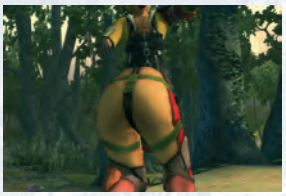

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O'AKA

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50

RIKKU

A mock battle will demonstrate some of Rikku's skills. She is able to plunder treasure chests for items such as Dragon Scales or Stamina Tablets (Fig. 14). Rikku has a fascinating Overdrive: Mix enables her to combine various items with remarkable results (Fig. 15). She'll mix two Bomb Cores for demonstration purposes, but you can also combine other objects in your inventory.

Take a look at the Sphere Grid to see if you can proceed with Rikku. Your new fighter is rather weak to start off with, so you should make sure she gets plenty of practice battles in. Keep an eye out for treasure chests during upcoming battles, and open the two chests you'll find on the way (Fig. 16). One contains four Antidotes, while the other contains a Mega-Potion. Continue to the North and you'll enter Guadosalam. Although you'll see a save sphere marked in front of the entrance on your map, this only appears after you enter Guadosalam.

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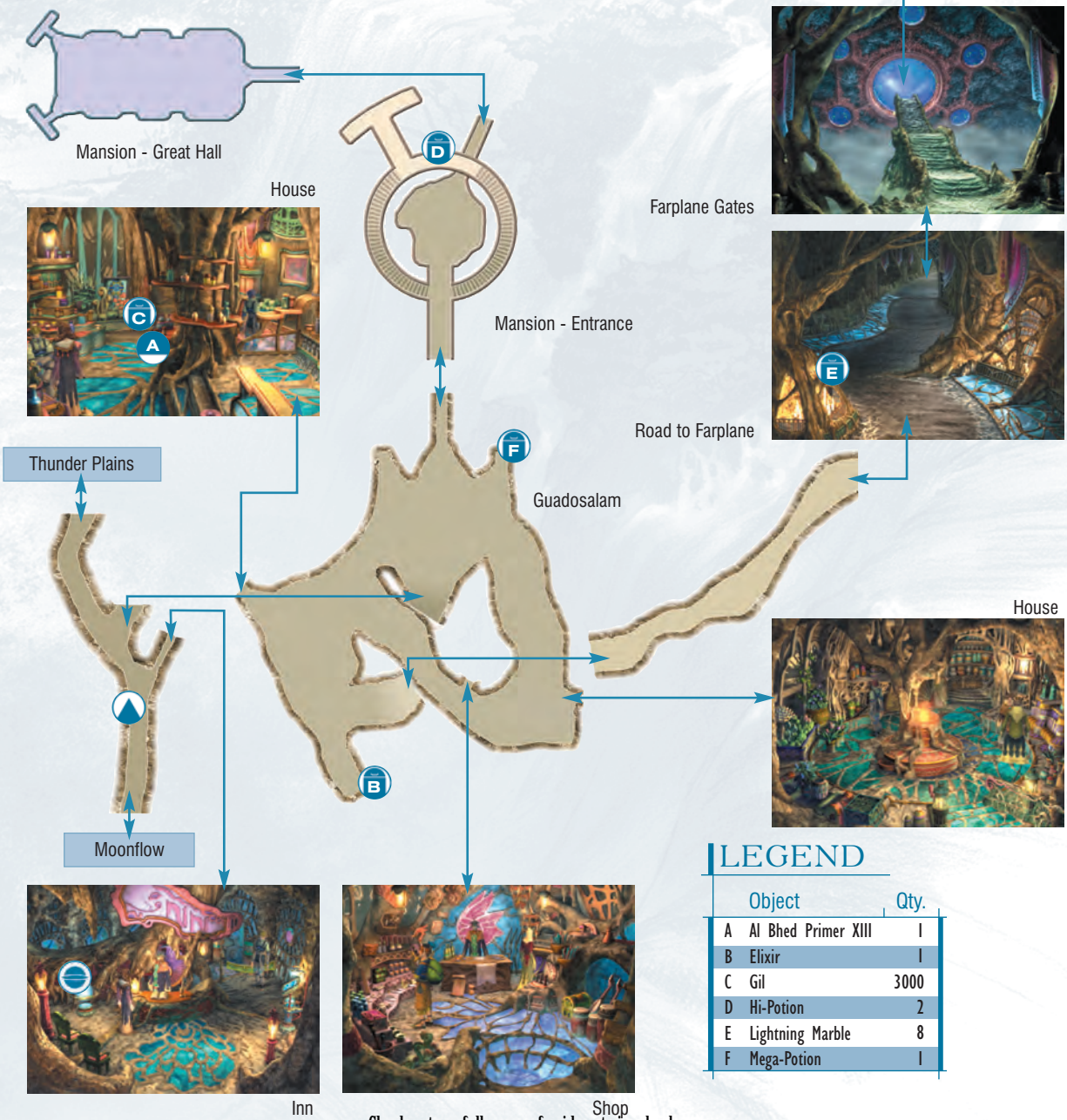
Guadosalam

GUADOSALAM



LEGEND

	Object	Qty.
A	Al Bhed Primer XIII	1
B	Elixir	1
C	Gil	3000
D	Hi-Potion	2
E	Lightning Marble	8
F	Mega-Potion	1

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WELCOME TO THE HOME OF THE GUADO

Once Tromell and Yuna have taken their leave, Rikku explains the new Customise option (Fig. 1). In the Inn to the right, you can enjoy a practice battle on the monitor: your opponents are Larva and the Iron Giant. Since your path to the Thunder Plains is blocked, you may as well have a look around. Make sure you open the chests containing a Mega-Potion and an Elixir (Fig. 2). Walk into the house to the North-West and take the 3,000 Gil stored in the chest (Fig. 3). Also, don't forget to take Al Bhed Primer XIII which is lying to the left of the pillar. You'll meet O'aka in the shop: he's selling the same goods as his colleague behind the counter, but at much better prices. Then go through the red double doors to the North to enter Seymour's residence.

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TIPS

You'll find the Customise function very useful, so make sure that Rikku concentrates on using her Steal option. You can use various objects to create additional abilities for your weapons and equipment. This means that weapons with free ability fields are of particular value. In theory you could play right through Final Fantasy X without using this option, but this is not recommended. You'll find a list of all abilities for weapons and equipment in the Items chapter.

SHOP

Weapons	Gil	Abilities
Baroque Sword	1237	Strength +5%, (1)
Ductile Rod	1237	Magic +5%, (1)
Switch Hitter	1237	Strength +5%, (1)
Variable Mog	1237	Magic +5%, (1)
Halberd	2475	Piercing, Strength +5%, (1)
Shimmering Blade	2475	Piercing, Strength +5%, (1)
Devastator	1237	Strength +5%, (1)
Yellow Shield	3487	Lightning Ward, (1)
Yellow Ring	3487	Lightning Ward, (1)
Yellow Armguard	3487	Lightning Ward, (1)
Yellow Bangle	3487	Lightning Ward, (1)
Yellow Armlet	3487	Lightning Ward, (1)
Yellow Bracer	3487	Lightning Ward, (1)
Yellow Targe	3487	Lightning Ward, (1)

Items	Gil
Potion	75
Phoenix Down	150
Antidote	75
Eye Drops	75
Echo Screen	75
Soft	75

O'AKA

Weapons	Gil	Abilities
Double-Edge	2175	Waterstrike, Lightningstrike
Beladonna Wand	3075	Magic +5%, Poisontouch
Blind Pass	3075	Darktouch, (1)
Fatal Cait Sith	12825	Magic +5%, Deathtouch
Shimmering Blade	1650	Piercing, Strength +5%, (1)
Devastator	825	Strength +5%, (1)
Yellow Shield	2325	Lightning Ward, (1)
Yellow Ring	2325	Lightning Ward, (1)
Yellow Armguard	2325	Lightning Ward, (1)
Yellow Bangle	2325	Lightning Ward, (1)
Yellow Armlet	2325	Lightning Ward, (1)
Yellow Bracer	2325	Lightning Ward, (1)
Yellow Targe	2325	Lightning Ward, (1)

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50

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SEYMOUR'S MANSION

You'll find a chest containing two Hi-Potions hidden on the upper level (Fig. 4). Tromell will appear if you try to leave, so just follow him into the hall. Have a word with everyone there, after which Seymour will appear (Fig. 5).

You'll meet the others again outside. Walk along the path to the South (Fig. 6) to the Farplane – the guard seems to have changed his mind and lets you through. Concealed behind a corner on the Road to the Farplane is a chest containing eight Lightning Marbles (Fig. 7).

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THE FARPLANE

You'll be able to talk to a few people on the steps leading to the gate. Once inside, talk to Wakka (Fig. 8). After the following cut-scene, you'll find that Tidus' Brotherhood sword has three additional abilities: Strength +10%, Waterstrike and Sensor. Your visit to the Farplane ends in a long conversation with Yuna.

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DESTINATION MACALANIA

Return to Seymour's house. To the West, Shelinda will be waiting at the exit leading to the Thunder Plains (Fig. 9). Before you talk to Shelinda, you will be able to chat with your fellow guardians. You'll meet Rikku near the shops (Fig. 10), and you'll bump into Kimahri leaving the shop as you go in. You'll also get the chance to have a conversation with Lulu where you can tell her which of your fair companions has caught your eye! Once the other guardians have been gathered, head towards the exit and talk to Shelinda, who will inform you of Seymour's departure. You must now make your way to the Thunder Plains.

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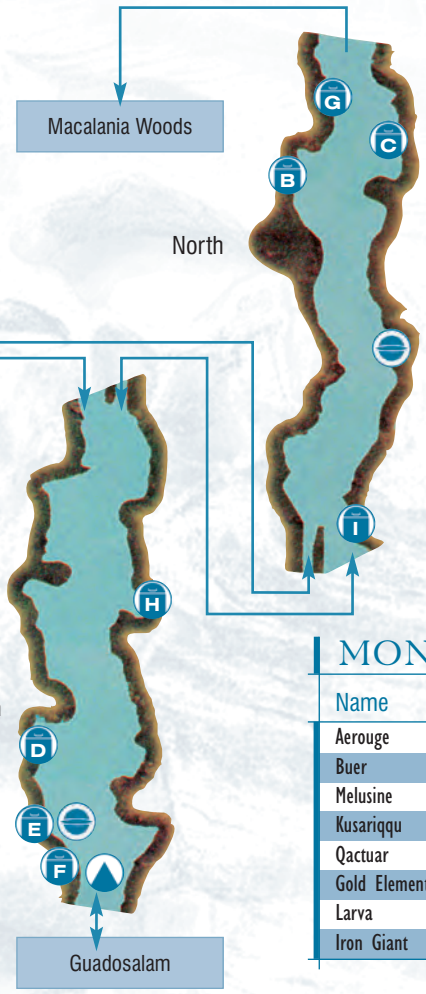
THUNDER PLAINS



LEGEND

	Object	Qty.
A	Al Bhed Primer XIV	1
B	Ether	1
C	Gil	2000
D	Gil	5000
E	Hi-Potion	2
F	Phoenix Down	2
G	Remedy	1
H	Water Ball	1
I	X-Potion	1
J	Yellow Shield	1

MONSTERS

Name	HP	AP	Steal
Aerouge	200	92	Electro Marble / Lightning Marble
Buer	230	92	Hi-Potion / Musk
Melusine	265	92	Soft / Petrify Grenade
Kusariqqu	445	92	Hi-Potion / Silver Hourglass
Qactuar	500	350	Chocobo Feather
Gold Element	1200	92	Electro Marble x1 / x2
Larva	1498	262	Lunar Curtain x1 / x2
Iron Giant	3600	800	Light Curtain

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THUNDER AND LIGHTNING

our journey North is hampered by the constantly raging storms of the Thunder Plains. In order to avoid the flashes of lightning, you'll have to press ⊗ as soon as your screen flashes white. Tidus will then gracefully leap out of the way, (Fig. 1) or he'll be knocked to the ground if you have mistimed it (Fig. 2). Luckily, a hit causes no actual damage. Incidentally, you'll be safe from any lightning strikes beneath the towers. The fiends are accustomed to lightning, so you should avoid using weapons with the Lightningstrike ability. Waterstrike is generally effective, as is Petrification. Of course, some Lightning protection would be useful (Fig. 3).

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TIPS

If you manage to avoid at least five lightning strikes in succession, you'll find a treasure chest in front of Rin's Travel Agency to the North. Be on your guard following any battles, as lightning can strike at any time. Dodging 200 lightning strikes in a row will ensure that you receive the highest prize.

This feat is more easily achieved if you have the No Encounters ability. You may want to postpone this challenge until later. Take a look in the Secrets chapter for a list of all your potential winnings.

A THORNY PROBLEM

You'll find a chest containing two Phoenix Downs in front of the first save sphere. If you then stay to the left you'll find two more chests, one containing two Hi-Potions and another containing 5,000 Gil (Fig. 4). You'll see an unusual stone immediately in front of the third chest. Nothing happens if you simply examine it, however, if you press ▢, the spirit of a Qactuar will rise out of the stone (Fig. 5). From now on, Qactuars will be yet another enemy with whom you'll have to contend. These opponents may look relatively harmless, but they have a formidable attack up their sleeves: 1000 Needles, which inflicts 1,000 HP of damage.

It's also quite difficult to hit the Qactuar, so your best bet is to call on an aeon for help - or just leave the stone in peace for now.

If you cross over to the East, you'll meet Maechen beneath a lightning rod tower (Fig. 6). Shelinda is standing beneath the next tower. To the East, in a bay, you'll find a Water Ball and the second Qactuar stone (Fig. 7). If you activate this stone as well, you may find yourself under attack from two Quactuars at once in the future. If you now advance to the northern end of the Thunder Plains – South, your party will take a break at Rin's.

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RIN'S TRAVEL AGENCY

At Rin's you'll find equipment with Lightning protection being sold at very reasonable prices. Take a look at the book "A History of Summoners" lying on the counter. It states that you should examine the Qactuar stones. If you have a word with Rikku, Rin himself will appear. Greet him, and he'll ask how you're getting along with your Al Bhed language studies. Reply positively if you want to obtain Al Bhed Primer XIV. Only then should you go up the passage to the right and see how Yuna is faring (Fig. 8).

When you return to the main room, you'll see the book "All about Lightning" lying on the table behind Kimahri. Take a look at the book to find out how well you avoided the lightning strikes.

Have a word with Rikku if you want to leave the premises. A Yellow Shield seems to have been carelessly dropped right in the middle of the path (Fig. 9). Thanks to Lightningproof, this offers complete protection from Thunder. If you were especially skilled - or especially unlucky - in avoiding lightning strikes, you'll find a chest containing many different items in front of the door of the Travel Agency the next time you return (Fig. 10).

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SHOP

Weapons	Gil	Abilities
Baroque Sword	825	Strength +5%, (1)
Ductile Rod	825	Magic +5%, (1)
Switch Hitter	825	Strength +5%, (1)
Variable Mog	825	Magic +5%, (1)
Halberd	1650	Piercing, Strength +5%, (1)
Shimmering Blade	1650	Piercing, Strength +5%, (1)
Devastator	825	Strength +5%, (1)
Yellow Shield	2475	Lightning Ward, HP +5%
Yellow Ring	2475	Lightning Ward, HP +5%
Yellow Armguard	2475	Lightning Ward, HP +5%
Yellow Bangle	2475	Lightning Ward, HP +5%
Yellow Armlet	2475	Lightning Ward, HP +5%
Yellow Bracer	2475	Lightning Ward, HP +5%
Yellow Targe	2475	Lightning Ward, HP +5%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Grenade	300
Map	50

THUNDER PLAINS – NORTH

A new fiend is prowling around the northern section of the Thunder Plains: the Iron Giant (Fig. 11). As long as your party has had plenty of battle practice, you shouldn't have too much difficulty defeating this imposing creature. Attacks using Sleep and Darkness often have no effect, but you'll find Poison, Slow and Petrification very useful.

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If you're interested in obtaining an X-Potion, you'll have to head slightly to the South-East behind Rin's (Fig. 12). You'll only find the next chest after Yuna insists that the party take another break (Fig. 13). You'll see a chest lying behind a ruin which contains Ether. If you proceed towards Macalania, you'll find another 2,000 Gil as well as a Remedy.

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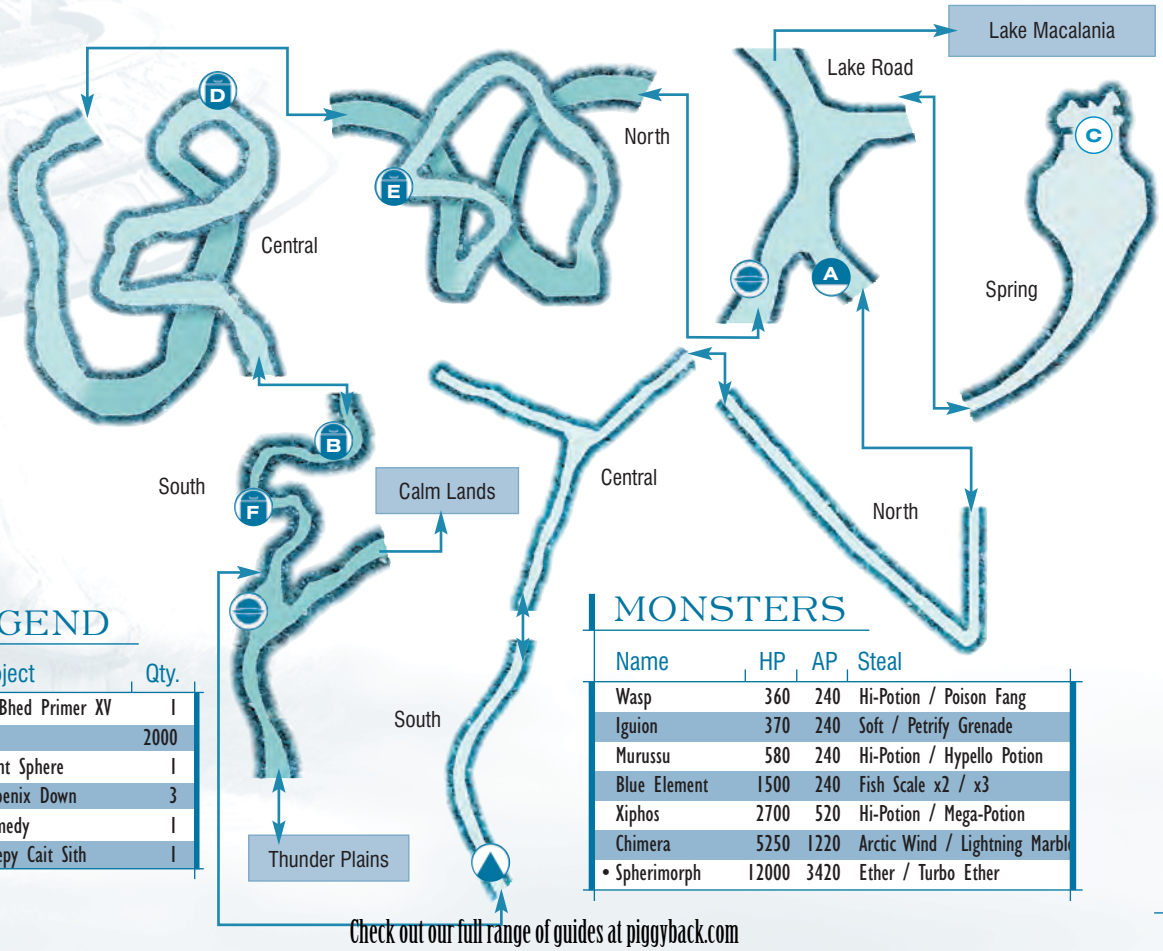
TIPS

Whilst heading westward, you will once again discover a couple of Qactuar stones, (Fig. 14). If the stone is glowing, press ⊡ to examine it. You will not be able to activate more than three Qactuar stones in all. From now on though, these nasty monsters will be prowling in threes (Fig. 15).

MACALANIA WOODS



LEGEND

	Object	Qty.
A	Al Bhed Primer XV	1
B	Gil	2000
C	Jecht Sphere	1
D	Phoenix Down	3
E	Remedy	1
F	Sleepy Cait Sith	1

MONSTERS

Name	HP	AP	Steal
Wasp	360	240	Hi-Potion / Poison Fang
Iguion	370	240	Soft / Petrify Grenade
Murussu	580	240	Hi-Potion / Hypello Potion
Blue Element	1500	240	Fish Scale x2 / x3
Xiphos	2700	520	Hi-Potion / Mega-Potion
Chimera	5250	1220	Arctic Wind / Lightning Marble
• Spherimorph	12000	3420	Ether / Turbo Ether

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MOTHMAN

After a brief conversation near the save sphere, you proceed towards the temple. The route to the North-East is blocked, so you have no option but to proceed to the North (Fig. 1). The wood contains various treasure chests, such as the first one containing a Sleepy Cait Sith (Fig. 2). These are often concealed beneath leaves and branches. The second chest containing 2,000 Gil, however, is lying right in the middle of the path. In the Central section of the woods you'll find a chest containing three Phoenix Downs hidden behind an old root stump. At the end of this section you'll encounter a strange creature who tells you about the Butterfly Hunt (Fig. 3). If you want to start this mini-game, simply touch the blue butterfly hovering nearby. Otherwise, just proceed on your way. En-route to the Lake Road, you can open the chest lying behind a tree, which contains a Remedy.

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TIPS

The Chimeras are much stronger than the other opponents you've met to date (Fig. 4). To make matters worse, Darkness and Silence will only affect one of the creature's three heads, while Sleep will prove absolutely useless. Fire and Water will only inflict half damage. If you can't use Stonetouch, your best bet is to use Slow, Delay or Threaten. Kimahri can learn the ability Aqua Breath from this fiend.

04

THE BUTTERFLY HUNT

This fun mini-game takes place in the Macalania Woods – Central and Macalania Woods – North sections. To start the game, just touch a blue butterfly shortly before reaching the end of the section in question (Fig. 5, Fig. 6). In each case, you'll have just 40 seconds to touch seven blue butterflies. If you touch a red butterfly by mistake, you will be forced to fight a battle which will cost you precious time. In the Central section, you'll be rewarded with a chest containing an MP Sphere, while your prize in the North section is a chest containing Ether. Later on you'll be able to play this mini-game under more difficult conditions, which will yield more valuable prizes (see in the "Secrets" chapter).

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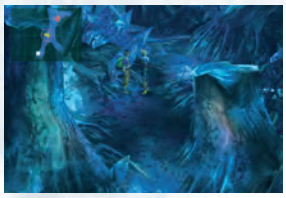
HAGGLING WITH O'AKA

You'll meet O'aka at the save sphere on the Lake Road (Fig. 7). If you don't buy anything at first, he'll ask you whether you have a problem with his prices. If you want him to drop his prices by 25%, just reply "too pricey". However, you can also persuade him to increase his prices by 25% if you select the other answer! If you examine the undergrowth to the right, you'll find Al Bhed Primer XV (Fig. 8). You can't proceed any further for now, so your journey must continue to the North-East. Make sure to save your game first, as you are about to enter a rather nasty battle.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O'AKA

Weapons	Gil	Abilities
Sonic Steel	750 Gil	First Strike
Rod of Darkness	525 Gil	Magic +5%, Darktouch
Ice Ball	525 Gil	Strength +5%, Icestrike
Shimmering Blade	2025 Gil	Piercing, Strength +5%, (1)
Force Knuckles	975 Gil	Strength +5%, Magic +5%
White Bangle	2025 Gil	Ice Ward, HP +5%
Blue Armlet	1575 Gil	Water Ward, Magic +5%

Items	Gil
Potion	100
Hi-Potion	1000
Phoenix Down	200
Antidote	100
Eye Drops	100
Echo Screen	100
Soft	100

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SPHERIMORPH

HP: 12000	AP: 3240
Steal: Ether / Turbo Ether	
Weaknesses: –	
Elemental characteristics:	
Fire:	Variable
Lightning:	Variable
Water:	Variable
Ice:	Variable

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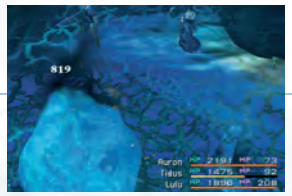

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STRATEGY

Your best bet is to use non-elemental weapons, as your opponent will change his elemental characteristics during the battle (Fig. 9). Of course, in an emergency you can also go to the Weapons menu to change your equipment during a battle.

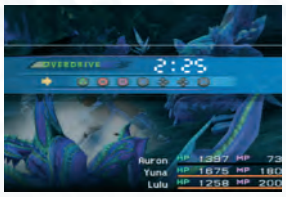
Physical attacks will only inflict minor damage (Fig. 10), and the enemy will counter them with a spell. From the spell the Spherimorph casts, it is possible to determine its current elemental characteristics, giving you the opportunity to cast spells using the opposing element (Fig. 11).The fiend will alter its elemental structure after your magic attack. Once again, use a weapon to attack, forcing the enemy to reveal its current element, and then react accordingly. If Ifrit, Ixion or Yuna have full Overdrive gauges the battle will be half over. Use Hellfire if your opponent casts Blizzard, and counter Water with Thor's Hammer (Fig. 12).

If you use an aeon's Overdrive to dispatch your opponent, you should be rewarded with an Overkill, which will earn you a respectable 4,860 AP. Make sure that all your characters benefit from this reward by giving them at least one turn in the battle.

NEWS FROM JECHT

After your victory, you'll find a Jecht Sphere, allowing Auron to learn the Shooting Star Overdrive technique (Fig. 13). This will enable you to hurl opponents off the battlefield, as long as they are not immune to Eject.

O'aka is on his way to the North, and you should follow him. Remember that you can now head South-East towards the point where you found Al Bhed Primer XV. If you take this route (Fig. 14), you'll reach a save sphere in the southern section of the Macalania Woods without being attacked by monsters. You can also initiate new Butterfly Hunts. Although the time limit has been reduced to 30 seconds, you can now look forward to more rewarding prizes.



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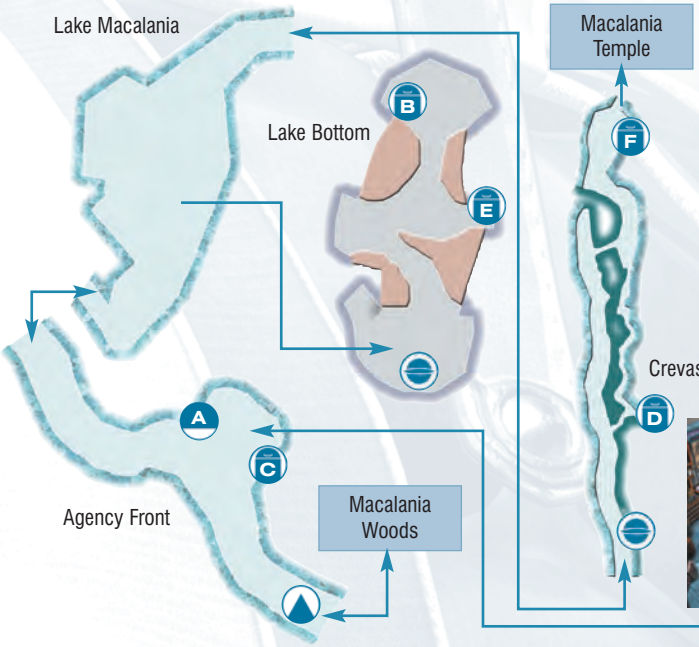
LAKE MACALANIA



MONSTERS

Name	HP	AP	Steal
Evil Eye	310	300	Hi-Potion / Musk
Snow Wolf	400	300	Sleeping Powder x1 / x2
Mafdet	710	300	Hi-Potion / Hypello Potion
Guado guardian	1200	290	Hi-Potion / X-Potion
Ice Flan	1350	300	Arctic Wind x1 / x2
• Crawler	16000	4400	Lunar Curtain x1 / x2
• Negator	1000	220	Hi-Potion x1 / x2
• Wendigo	18000	2000	Hi-Potion / X-Potion

LEGEND

	Object	Qty.
A	Al Bhed Primer XVI	1
B**	Avenger	1
C*	Gil	4000
D*	Lv. 1 Key Sphere	1
E**	Lv. 2 Key Sphere	1
F*	Mega-Potion	1

* After the battle against Crawler
** After the Trials

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LAKE MACALANIA AGENCY

You'll be engaged in a conversation in front of Rin's (Fig. 1). If you want to receive an item later, you had better confirm that Clasko has what it takes to be a Chocobo Breeder. You'll have to wait until after the next boss fight to get your hands on the chest behind him. O'aka is standing in front of the door, offering some new goods. You'll see Al Bhed Primer XVI lying to the left of him (Fig. 2). Before proceeding to the North-West, make sure you save your game in the Agency.

Inside, you'll find an Al Bhed Compilation Sphere, Maechen and a monitor with information on Chimeras and Xiphos. Once outside, proceed in the direction of the temple. The Al Bhed will make yet another attempt to abduct Yuna! (Fig. 3)

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O'AKA

Weapons	Gil*	Abilities
Sonic Steel	18450	First Strike, Strength +3%
Halberd	3900	Magic +5%, Magic +3%, Piercing
Force Knuckles	1950	Magic +5%, Strength +3%
Serum Ring	4350	HP +10%, Poison Ward
Echo Bangle	4650	HP +10%, Silence Ward
Echo Armlet	1650	Silence Ward , (1)
Soft Bracer	3750	Stone Ward, (1)
Soldier's Targe	3450	HP +10%, HP +5%

* If you managed to convince O'aka to change his prices on the Lake Road, the prices will vary by 25% up or down. The same applies to his items.

Items	Gil
Potion	100
Hi-Potion	1000
Phoenix Down	200
Antidote	100
Eye Drops	100
Echo Screen	100
Soft	100

SHOP

Weapons	Gil	Abilities
Baroque Sword	825	Strength +5%, (1)
Ductile Rod	825	Magic +5%, (1)
Switch Hitter	825	Strength +5%, (1)
Variable Mog	825	Magic +5%, (1)
Halberd	1650	Piercing, Strength +5%, (1)
Shimmering Blade	1650	Piercing, Strength +5%, (1)
Devastator	825	Strength +5%, (1)
Seeker's Shield	1575	HP +10%, (1)
Seeker's Ring	1575	HP +10%, (1)
Seeker's Armguard	1575	HP +10%, (1)
Seeker's Bangle	1575	HP +10%, (1)
Seeker's Armlet	1575	HP +10%, (1)
Seeker's Bracer	1575	HP +10%, (1)
Seeker's Targe	1575	HP +10%, (1)
Longsword	50	–

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Grenade	300
Map	50

CRAWLER

HP: 16000 AP: 4400

Steal: Lunar Curtain x1 / x2

Weaknesses: Slow, Armour Break, Delay

Elemental characteristics:

Fire:	–
Lightning:	Damage x 1.5
Water:	–
Ice:	–

NEGATOR

HP: 1000 AP: 220

Steal: Hi-Potion x1 / x2

Weaknesses: Slow, Armour Break, Delay

Elemental characteristics:

Fire:	Half damage
Lightning:	–
Water:	Half damage
Ice:	Half damage

STRATEGY

Use long-range weapons to defeat the bothersome Negator, since it prevents you from using spells and aeons (Fig. 4). Once you've eliminated the Negator, you can use magic … as can your main opponent. His normal attacks and counter-attacks tend to be pretty harmless (Fig. 5), but he'll unleash his powerful Mana Beam after three rounds. You can prevent this by attacking first using a spell, preferably Thundara (Fig. 6). If you use this tactic, a new Negator will appear, which will once again prevent any magic being used.

If you are unable to prevent the Crawler using the Mana Beam, it would be wise to summon an aeon to intercept the considerable damage which will otherwise affect your entire party. Shield could prove useful in this situation (Fig. 7), as could Ixion's Overdrive attack. Don't eliminate the Negator if your characters are strong enough to defeat the Crawler without using magic.

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TO THE TEMPLE

After your victory, the party will reach the far North of the Lake Macalania - Crevasse section (Fig. 8). You may want to turn around and return to the Travel Agency to collect a few items, although you will have the opportunity to do this later. Open the chest containing a Mega-Potion, and then proceed North towards the temple.

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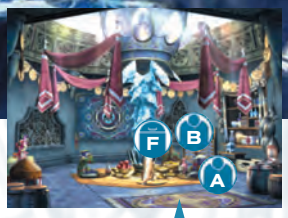
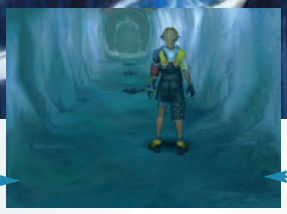
MACALANIA TEMPLE

LEGEND

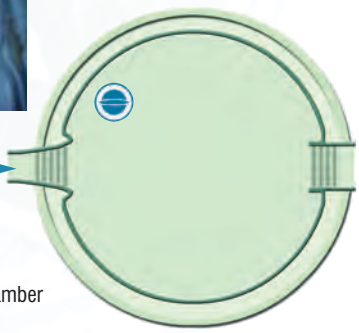
	Object	Qty.
A	Elixir	1
B	Ether	1
C	Gil	400
D	Gil	5000
E	Hi-Potion	2
F	Phoenix Down	3
G	Remedy	2
H	Shell Targe	1
I	X-Potion	2



Monks' Chamber

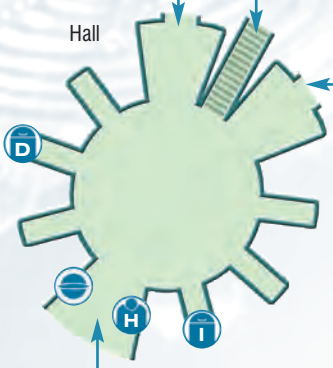


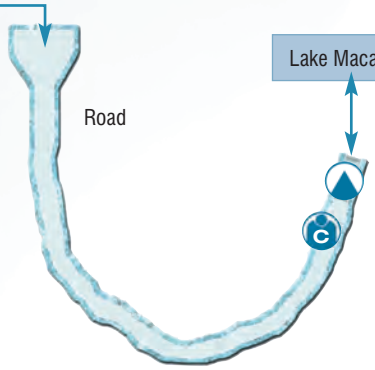
Trials

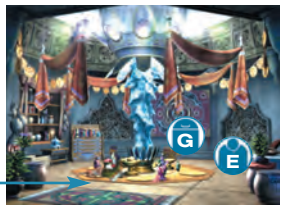


Antechamber

Hall







Nuns' Chamber

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LORD JYSCAL'S LAST WILL AND TESTAMENT

You'll see an Al Bhed on the side of the road: he presents you with 400 Gil (Fig. 1). In the temple, Tromell, who is standing in front of a save sphere, will give you a Shell Targe (Fig. 2). The chests in the temple contain 5,000 Gil and two X-Potions. Near the stairs, an individual will direct your attention to the Nuns' Chamber, and Tromell seems to have vanished. Enter the Chamber in the North-East, where you'll receive a message from Seymour's father, Lord Jyscal (Fig. 3). One of the people to the right will give you two Hi-Potions, while a chest placed against the room's rear wall contains two Remedies. From now on, you'll find O'aka wandering around the Hall (Fig. 4). Neither his stock nor his prices have changed since Lake Macalania (see page 100). The generous people in the Monks' Chamber present you with an Ether and an Elixir, and three Phoenix Downs will be waiting for you in a chest. Remember to save your game before climbing up to the Antechamber.

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SEYMOUR

HP: 6000	AP: 2000
Steal: Turbo Ether / Elixir	
Weaknesses: Slow	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

GUADO GUARDIAN X2

HP: 2000	AP: 290
Steal: Hi-Potion / Ether	
Weaknesses: Petrification	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

STRATEGY

Seymour appears flanked by two Guado guardians (Fig. 5). Three characters can address Seymour using the Trigger Command. In the case of Yuna and Wakka, this will increase their Magic Defence by 10 points each, while Tidus' Strength will be increased. If you injure an opponent, a Guado guardian will automatically restore 1000 HP. However, you can prevent this by stealing Hi-Potions from him. Eliminate the two guardians quickly so that you can concentrate on Seymour. You'll find weapons with Stonetouch, as well as Kimahri's Stone Breath, effective. Seymour always uses Black Magic in the same sequence: Ice, Lightning, Water, and Fire. You can use Nul spells to protect your party. Seymour will summon his aeon Anima, as soon as his HP drops below 3,000.

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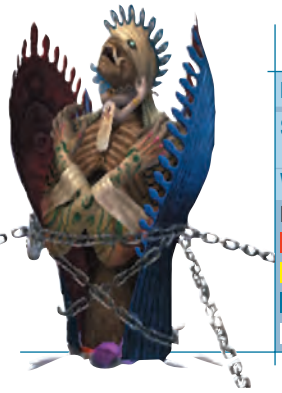

ANIMA

HP: 18000	AP: 2500
Steal: Silence Grenade x3 / Farplane Shadow	
Weaknesses: –	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

Anima always gathers energy first, and then unleashes Pain. She'll repeat this tactic until her Overdrive gauge is full. Since Pain can cause instant death, you should summon aeons who are immune to this status effect, in which case they will only suffer physical damage. Select the new aeon shown as "????" (Fig. 6). Use ice spells to heal Shiva, and make use of her Diamond Dust Overdrive which can be very effective. If you are able to unleash a second Overdrive, you'll know that victory is in sight.

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Seymour will be fully healed at the start of the third battle, but he'll have to make do without his guards. He'll use different variations of his spells (Fig. 7) with which he'll attack two characters during each round. This will not pose too much of a problem, thanks to Yuna's Nul spells. If Yuna has insufficient MP, Auron can use Magic Break to reduce the strength of Seymour's spells. After the battle, you'll find a new save sphere in the antechamber. You cannot open the opposing door yet, so you had best make your way back to the hall. The bridge will collapse on the way, and you'll find yourself plunged into the Trials of Macalania.

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MACALANIA CLOISTER OF TRIALS

THE TRIALS

our task is to rebuild the ice bridge leading to the great hall. To do this, you must first go down the ramp, and push the pedestal into the ice formation to the right (Fig. 1). Remove the Macalania Sphere from the wall closest to you (Fig. 2), insert it into the pedestal and push it into the remaining ice formation (Fig. 3). Remove the Glyph Sphere from the central pillar (Fig. 4) and follow the pedestal down the ramp. Once at the bottom, push the pedestal to the right. By doing so, you will create a pillar from the ground to the roof (Fig. 5), and a segment of the ice bridge will re-form overhead.

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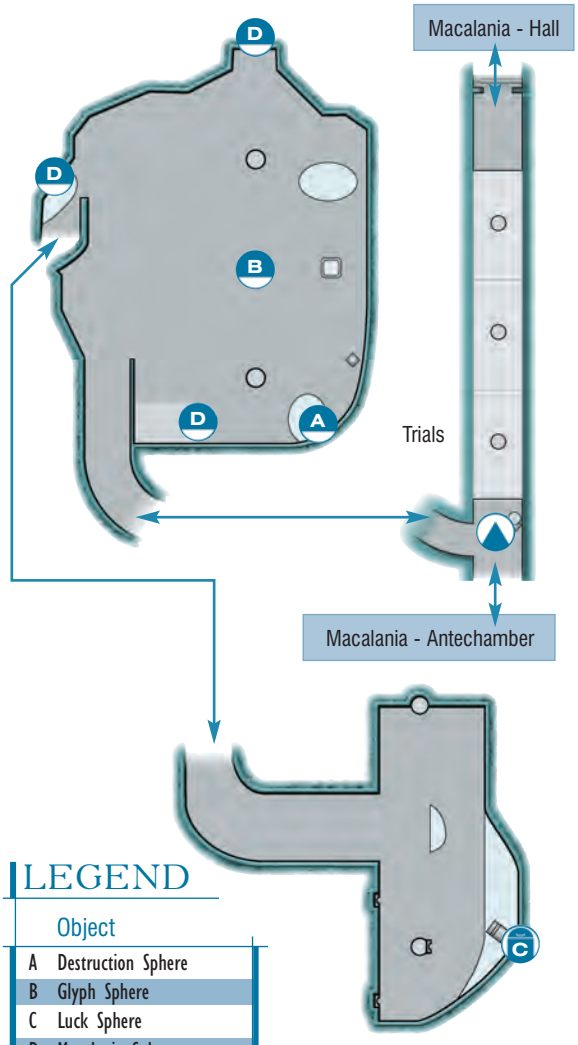

LEGEND

Object	
A	Destruction Sphere
B	Glyph Sphere
C	Luck Sphere
D	Macalania Sphere

Go back up the ramp and insert the Glyph Sphere into the recess in the wall to the far left of you (Fig. 6). This will cause a block with a Macalania Sphere to rise from the floor to the level above you. Remove the Sphere (Fig. 7), and insert it into the central pillar on the lower level (Fig. 8). This causes another segment of the bridge to appear. Now take the third Macalania Sphere out of the recess in the wall at the upper end of the ramp (Fig. 9) and insert it into the centre pillar, from which you previously removed the Glyph Sphere. The bridge will now be fully restored, and a glowing pedestal teleport switch will appear on the top level (Fig. 10). In order to complete the bonus section of the trials, you will need to destroy the bridge again. >>

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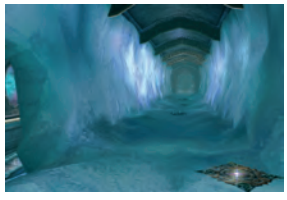

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>> Go back to the central pillar and remove the Macalania Sphere. Go to the right and insert it into the wall (Fig. 11). Now go up to the top level and step on the glowing switch which causes the pedestal to teleport to your location (Fig. 12). Remove the Macalania Sphere, before giving the pedestal a push. As it moves down the ramp it will be halted by a Glyph, and then diverted into a pillar of ice, from which it will take the Destruction Sphere (Fig. 13). Walk down the ramp, and insert the Macalania Sphere into the wall next to the other ramp leading down (Fig. 14). Now step on the glowing switch on this level to bring the pedestal to you (Fig. 15).

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Remove the Destruction Sphere before pushing the pedestal back to the lower level. Follow it down, and insert the Destruction Sphere into the recess to the left of the ramp (Fig. 16). A chest containing a Luck Sphere will appear (Fig. 17). On the middle level, remove the Macalania Sphere from the wall to the right and insert it into the pedestal. Push it to the right again into the pillar. Now go up a level to remove the Macalania Sphere from the wall next to the ramp, and insert it into the central pillar. You'll now find that the bridge has been fully restored. When leaving, take care NOT to step on the glowing switch (Fig. 18) or the bridge will collapse again.

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Lake Macalania

LAKE MACALANIA

MONSTERS

Name	HP	AP	Steal
• Guado guardian	12000	290	Hi-Potion, X-Potion
• Wendigo	18000	2000	Hi-Potion, X-Potion

A QUICK ESCAPE

Our only option is to run. You'll find a new Save Sphere outside the temple, and O'aka is once again hawking his items (Fig. 1). When you leave the temple, you'll be pursued by some rather speedy Guados. If you're caught, you'll have to engage in battle against Guado guardians (Fig. 2) who summon Evil Eyes, Mafdets and Ice Flans. In the next section, Macalania – Crevasse, keep moving along the eastern side heading South (Fig. 3). There you'll find a Lv. 1 Key Sphere lying on the southern side. Incidentally, during this sequence you are once again prone to attack by ordinary fiends. Use the save sphere before leaving the section in the South, and prepare to engage in a boss fight.

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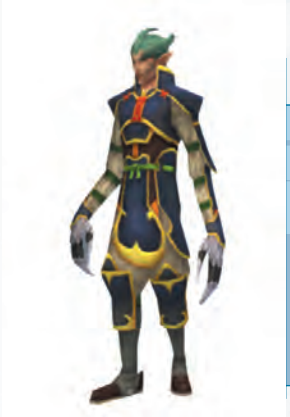
WENDIGO

HP: 18000	AP: 2000
Steal: Hi-Potion / X-Potion	
Weaknesses: Sleep, Darkness, Delay	
Elemental characteristics:	
Fire:	Damage x 1.5
Lightning:	–
Water:	–
Ice:	–



GUADO GUARDIAN X2

HP: 1200	AP: 290
Steal: Hi-Potion / X-Potion	
Weaknesses: Petrification	
Elemental characteristics:	
Fire:	–
Lightning:	–
Water:	–
Ice:	–

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STRATEGY

If you defeat the guardians, their last action will be to protect Wendigo using Protect and Shell. Don't worry, a solution is at hand: at the start of the battle, summon an aeon and use it to first defeat the guards, preferably by unleashing an Overdrive. Ixion's Aerospark will negate the protective spell. Alternatively, you'll find Ifrit's Hellfire very effective.

You can use various techniques and status effects against Wendigo. Auron's Power Break will reduce the power of Wendigo's physical attacks. If Dark Attack proves successful, the monster's attacks will often miss their target (Fig. 4). You can use either Threaten or Esuna to lift the Berserk status effect, and you'll find that your opponent is quite vulnerable to Sleep. Wakka can use his skills to inflict a wide range of status ailments (Fig. 5). If you now perform a physical attack on Wendigo, he will instantly wake up. If his HP is below 9,000, he'll raise his arms in defence, and he'll counter all physical attacks while in this state. Fira will now be particularly useful (Fig. 6)!

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SIN RETURNS

Have a word with Rikku if you want to speed your departure along. A chest behind Kimahri contains a Lv. 2 Key Sphere (Fig. 7). To the left of Auron, a chest containing an Avenger has been rather well concealed (Fig. 8). This sword, which can be used by Tidus, has the Counter-Attack ability. After having a talk with Auron, return to the rest of the party. Sin will interrupt the reflective group on the lake floor. Events now take their course, and you will be unable to return to this location later.

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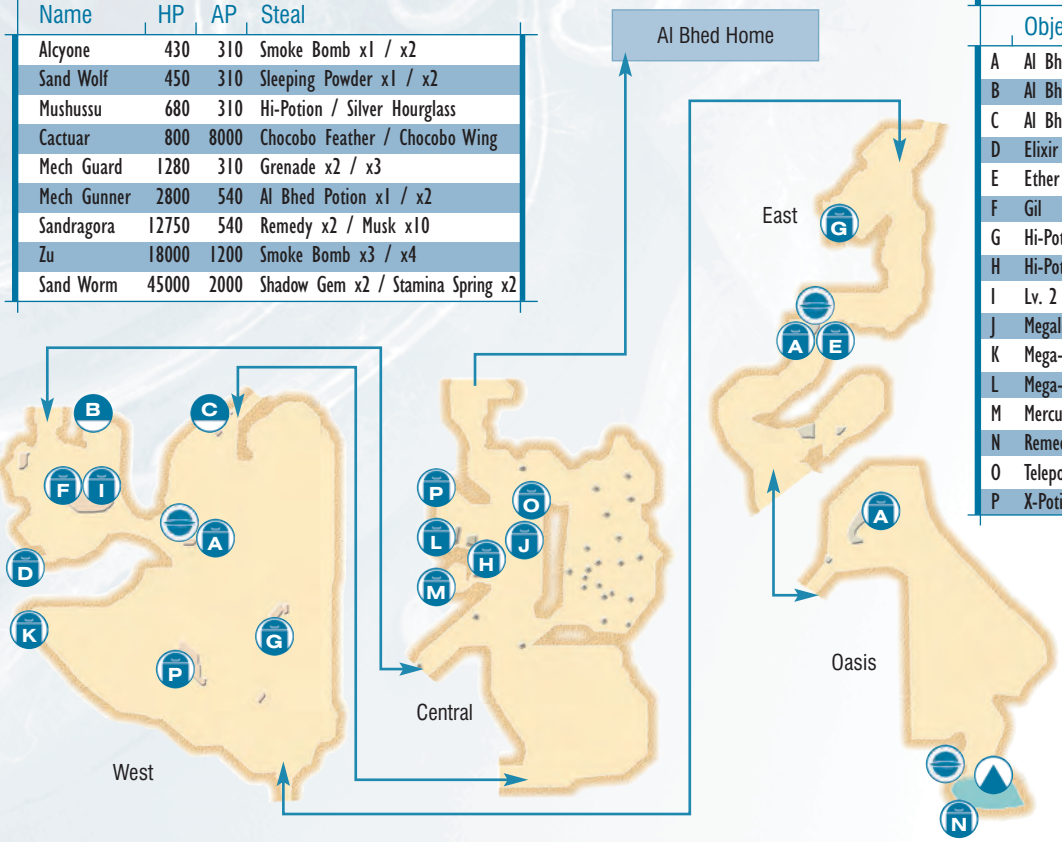
SANUBIA DESERT

MONSTERS

Name	HP	AP	Steal
Alcyone	430	310	Smoke Bomb x1 / x2
Sand Wolf	450	310	Sleeping Powder x1 / x2
Mushussu	680	310	Hi-Potion / Silver Hourglass
Cactuar	800	8000	Chocobo Feather / Chocobo Wing
Mech Guard	1280	310	Grenade x2 / x3
Mech Gunner	2800	540	Al Bhed Potion x1 / x2
Sandragora	12750	540	Remedy x2 / Musk x10
Zu	18000	1200	Smoke Bomb x3 / x4
Sand Worm	45000	2000	Shadow Gem x2 / Stamina Spring x2

LEGEND

	Object	Qty.
A	Al Bhed Potion	8
B	Al Bhed Primer XVII	1
C	Al Bhed Primer XVIII	1
D	Elixir	1
E	Ether	2
F	Gil	10000
G	Hi-Potion	4
H	Hi-Potion	8
I	Lv. 2 Key Sphere	1
J	Megalixir	3
K	Mega-Potion	2
L	Mega-Potion	3
M	Mercury Crest	1
N	Remedy	4
O	Teleport Sphere	2
P	X-Potion	2



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THROUGH THE DESERT

Tidus wakes up to find that he is all alone. He finds himself in an oasis surrounded by a strange and unfamiliar desert. Before doing anything else, dive underwater to the South-West to access the chest containing four Remedies (Fig. 1), and then save your game before heading North. If you forgot to take Al Bhed Primer I from the Salvage Ship at the start of the game, you'll now find it lying here. A little further to the North you'll be attacked by a giant flying monster (Fig. 2).

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With 12,000 HP, this Zu has significantly less stamina than others of its ilk, but this time Tidus must do battle alone. Once Tidus has lost 50% of his HP, Auron comes to his aid, followed a short time later by Lulu. If you use Bio to poison your opponent (Fig. 3), it'll lose 25% of its energy in each round.

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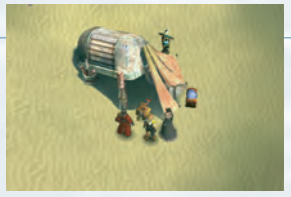
FOOTSTEPS IN THE SAND

You'll find Wakka to the North (Fig. 4). Open the chest to the right of the tent and you will receive eight Al Bhed Potions. Characters already in command of Use can use these potions to heal their fellow fighters during battle. Take a look at the monitor behind the tent. Here you can enjoy mock battles against Zu and Cactuars. If you didn't find Al Bhed Primer III on the S.S. Liki, you will get it here. If you made sure to collect all the Primers, you'll now start to reap the reward, as you will be able to decipher most of the signs.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Go past the tent to the Sanubia Desert – East section. To the right, you'll find Kimahri on a sand dune (Fig. 5). If you didn't take Al Bhed Primer V from the S.S. Winno, you can pick it up here. Further to the North you'll come across Rikku (Fig. 6). Open the chests containing two Ethers and eight Al Bhed Potions, and then start looking for Yuna. Some important information relating to the next battle: Steal or Mug will destroy each Machina in a single turn (Fig. 7). Yet another chest containing four Hi-Potions is waiting to be opened and you'll also find Al Bhed Primer XIV if Rin did not give it to you in the Thunder Plains.

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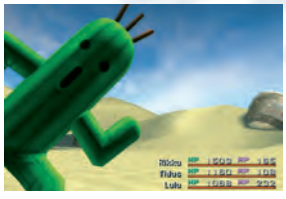
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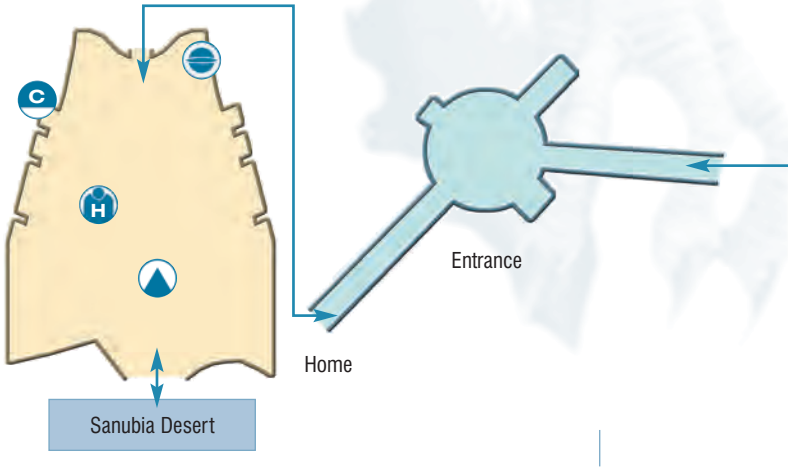
TIPS

Before you enter the main section of the desert, you will have to do battle without the aid of Yuna and the aeons. Luckily, victories will often be rewarded with Al Bhed Potions, so you can rely on quick healing during battles (Fig. 8). The local fiends' elemental characteristics will vary. Remember that Fire damage will be reduced in many cases. You'll generally be well advised to rely on ice based attacks. Stonetouch or Stonestrike can also be effective. Unfortunately, some of the more formidable enemies such as Zu, Sand Worms and Cactuars are immune to Petrification.

Cactuars have the 10,000 Needles attack at their disposal (Fig.9). This vicious attack will inflict 10,000 HP of damage. Even Wakka has trouble hitting these agile enemies. If you use Overdrives to eliminate Cactuars with an overkill, you will be rewarded with a respectable 12,000 AP. Kimhari's jump Overdrive may prove useful. The Sand Worm (Fig. 10) enjoys a certain level of protection against Darkness, Sleep and Power Break, so you should use Bio to weaken this massive foe. The poison will reduce its HP by 4,500 HP per round. The Sand Worm will occasionally swallow one of your fighters, but it won't take long for him to regurgitate them.

MONSTERS

Name	HP	AP	Steal
Evil Eye	430	480	Musk x1 / x2
Bomb	2200	620	Bomb Core x2 / x3
Guado guardian	2600	540	Hi-Potion / X-Potion x2
Dual Horn	3795	820	Hi-Potion / Mega-Potion
Chimera	9000	2000	Arctic Wind x3 / Electro Marble x3



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RIGHT OR LEFT?

You'll find chests strewn throughout the Central area of the desert. They will contain two Mega-Potions, two X-Potions, four Hi-Potions and eight Al Bhed Potions. Take a look next to the Save Sphere, and you'll see an inscription in Al Bhed (Fig. 11). Translated, it reads "Weaker fiend to the right, stronger fiend to the left". The second line refers to Zu, Sand Worms and Cactaurs. To the left, you'll also find monsters with treasure chests (Fig. 12). These can contain various valuable items, including X-Potions. The more powerful the opponent, the more valuable the treasure: an Elixir, a Lv. 2 Key Sphere and 10,000 Gil are all there for the taking. You'll also find one of the round, blue Al Bhed plaques to the West (Fig. 13). If you combine it with the ominous inscription from Kilika Woods (see page 66), you'll receive a password for the Airship, which will be useful later on.

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SANUBIA DESERT – WEST

Regardless of whether you choose the route with the stronger or the weaker fiends, you should go back via the other path to collect Al Bhed Primer XVII (Fig. 14) and XVIII (Fig. 15). In any event, you'll find this section very useful for increasing your characters' battle experience. Back in the western areas you'll find six chests, containing eight Hi-Potions, the Mercury Crest, three Mega-Potions, two X-Potions, three Megalixir and two Teleport Spheres.

The last two chests are guarded by a Sandragora. Avoid using Water attacks and instead use Fire-based attacks, and don't forget to make use of Sleep and Poison. Protect yourself against Confusion, otherwise your party members will end up attacking each other, and even themselves! In order to leave the desert in the North, you'll be forced to battle a Sandragora. Once you have defeated it, the territory of the Al Bhed lies beyond.

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TIPS

You cannot enter the North-East section of the desert as both access routes are blocked by violent sand storms. You can look down into the stormy valley from a dune in the South (Fig. 16). You'll also see a Cactuar stone there, but it has no use just yet. It would be wise to return here at a later point in the game, when the airship is at your disposal.

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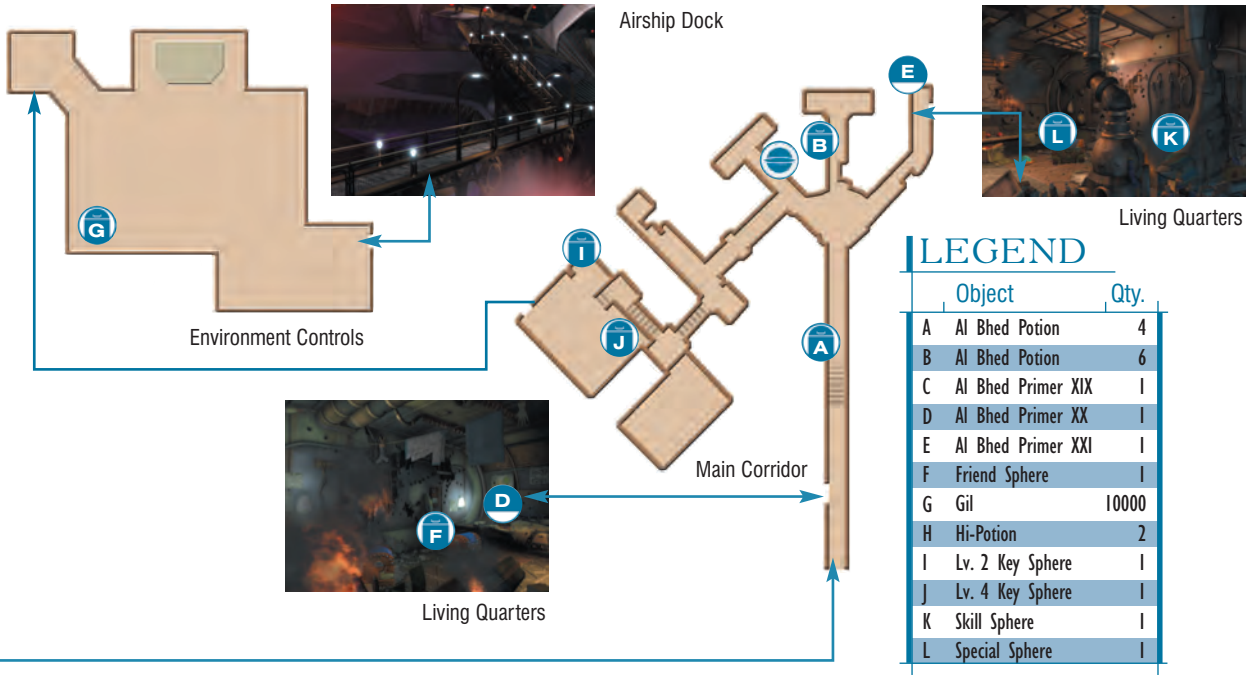
AL BHED HOME



LEGEND

	Object	Qty.
A	Al Bhed Potion	4
B	Al Bhed Potion	6
C	Al Bhed Primer XIX	1
D	Al Bhed Primer XX	1
E	Al Bhed Primer XXI	1
F	Friend Sphere	1
G	Gil	10000
H	Hi-Potion	2
I	Lv. 2 Key Sphere	1
J	Lv. 4 Key Sphere	1
K	Skill Sphere	1
L	Special Sphere	1

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HOME SWEET HOME

Here you'll meet Cid, the leader of the Al Bhed. If you want to receive two Hi-Potions, make sure you examine one of the corpses lying on the ground (Fig. 1). You'll find Al Bhed Primer XIX lying in the north-western corner. Make sure that none of your fighters have Firestrike weapons equipped before entering the building. Here you'll find yourself battling a Guado guardian and three Bombs (Fig. 2). Either dispatch the Guado first, or cast Silence to prevent him from casting any spells. The Bombs will explode after three hits and are vulnerable to Ice attacks. Incidentally, all the creatures accompanying Guados are a good deal stronger than they are ordinarily.

This will be your only chance to ransack the Al Bhed base, so you'd better take a good look around before going through the door to the North-West of the main corridor next to the Save Sphere. Once you've entered the main corridor, there will be a cut-scene, followed immediately by a battle. After this battle, you will be forced to go down the stairs but if you turn around and head back up the stairs, you will be able to enter the living quarters, which will be on the left of the screen (Fig.3). Once you have defeated the welcoming committee, consisting of one Guado and two Dual Horns, you will find Al Bhed Primer XX lying on the bed to the right (Fig.4). The two treasure chests are distinguished by special security prompts. If you're puzzled, it might be a good idea to fetch Al Bhed Primer XXI from the North-East end of the main corridor (Fig. 5).

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DO YOU SPEAK AL BHED?

The chest on the left (Fig. 6) will ask you what it contains. The question is posed politely in Al Bhed. You can choose your answer from a list which contains three opponents and six items. Top row: Bomb, Elixir, Hi-Potion; middle row: Mega-Potion, Soft, Chimera; bottom row: Potion, Remedy, Evil Eye. While selecting the appropriate contents, bear in mind that the Elixir is probably the rarest of the items. The second chest's security mechanism (Fig. 7) demands that you pick three Al Bhed words from a selection of nine. 1) Sorry is the middle word in the bottom line. 2) Wait is at the far right of the middle line. 3) Pardon is right in the middle. Your linguistic skills will be rewarded with a Friend Sphere.

You'll also find your language skills useful in the other living quarters to the North-East. You'll see a chest lying on the floor to the right of the Al Bhed Compilation Sphere (Fig. 8). This chest requires you to solve four mathematical puzzles. You shouldn't have any problems with this unless you've neglected to collect primers. The answers are 5, 6, 3 and 3, and you'll be rewarded with a Special Sphere. The chest closer to the front, on the right (Fig. 9), poses four questions, each of which has four possible answers. The solutions are: Question 1 = 3rd answer (Yes); Question 2 = 4th answer (Brother); Question 3 = 2nd answer (Bikanel Island); Question 4 = 1st answer (Al Bhed). You'll be rewarded with a Skill Sphere.

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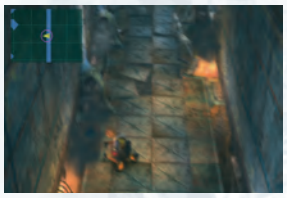
NO SIGN OF YUNA

There will be a chest obscured by steam to the left, beneath the stairs, which will contain four Al Bhed Potions (Fig. 10). You'll find six more Al Bhed potions in the chest right at the northern end of this corridor. Go across to the western section of the complex. On the lower level, open the two chests containing a Lv. 4 Key Sphere (Fig. 11) and a Lv. 2 Key Sphere. Continue on through the door in the North-West. Once inside, you'll find a group of Summoners being held hostage, including Dona and Isaaru (Fig. 12) but there will be no sign of Yuna. Don't forget to take the 10,000 Gil from the chest, before leaving Bikanel Island aboard the Airship.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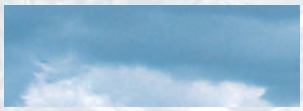
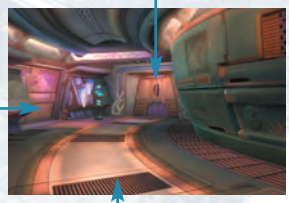
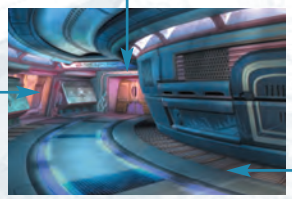
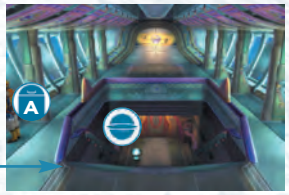
THE AIRSHIP







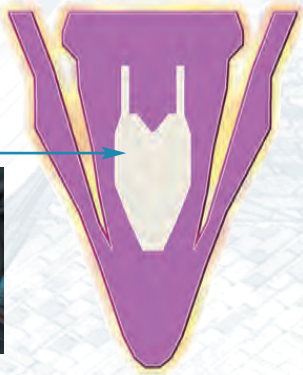


Corridor

Cabin

MONSTERS

Name	HP	AP	Steal
Evil Eye	430	480	Musk x1 / x2
Bomb	2200	620	Bomb Core x2 / x3
Dual Horn	3795	820	Hi-Potion / Mega-Potion
• Evrae	32000	5400	Water Gem x1 / x2



LEGEND

	Object	Qty.
A	Al Bhed Potion	4

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CAPTAIN CID

Since Yuna's rescue takes priority, you can't choose your destination at this time. Leave the Bridge and you'll have at the opportunity to explore the ship and have a word with its passengers (Fig. 1). If you want to hurry things along, go back to the Bridge and have a word with the pilot, Brother. You'll find him sitting in the middle of the cockpit (Fig. 2). You will now have to make your way to the ship's upper deck (Fig. 3), but be warned; the airship is under siege and you will be open to attack by the many fiends who have managed to find their way on board.

A man on the left-hand side of the Cabin will present you with four Al Bhed Potions, and you'll now find Rin standing on the ramp leading to the deck (Fig. 4). It might be a good idea to save your game and sort out your equipment before heading up and confronting Evrae. Your chances will be increased if Tidus has mastered Haste and Slow, or if you happen to have a weapon with these abilities. After defeating Evrae your party will be a little worse for wear, but you'll still have to battle on in Bevelle … and for the moment you must make do without Yuna's help or a save sphere. You must ensure that you have sufficient potions.

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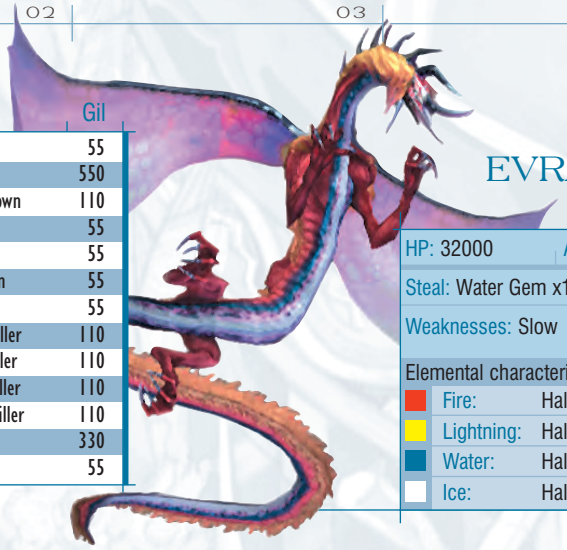
RIN

Weapons	Gil	Abilities
Baroque Sword	907	Strength +5%, (1)
Ductile Rod	907	Magic +5%, (1)
Switch Hitter	907	Strength +5%, (1)
Variable Mog	907	Magic +5%, (1)
Halberd	1815	Piercing, Strength +5%, (1)
Shimmering Blade	1815	Piercing, Strength +5%, (1)
Devastator	907	Strength +5%, (1)
Seeker's Shield	1732	HP +10%, (1)
Seeker's Ring	1732	HP +10%, (1)
Seeker's Armguard	1732	HP +10%, (1)
Seeker's Bangle	1732	HP +10%, (1)
Seeker's Armlet	1732	HP +10%, (1)
Seeker's Bracer	1732	HP +10%, (1)
Seeker's Targe	1732	HP +10%, (1)

Items	Gil
Potion	55
Hi-Potion	550
Phoenix Down	110
Antidote	55
Eye Drops	55
Echo Screen	55
Soft	55
Power Distiller	110
Mana Distiller	110
Speed Distiller	110
Ability Distiller	110
Grenade	330
Map	55



EVRAE

HP: 32000 AP: 5400

Steal: Water Gem x1 / x2

Weaknesses: Slow

Elemental characteristics:

	Fire:	Half damage
	Lightning:	Half damage
	Water:	Half damage
	Ice:	Half damage

STRATEGY

Tidus should first cast Haste on himself, followed by Slow on Evrae (Fig. 5) and finally Haste on his teammates. Evrae is a tough enemy, so the status effect may not work on your first attempt, but be patient and persistent.

Rikku and Tidus can use Trigger Commands to order Cid to move the airship away from, and closer to, your opponent (Fig. 6). This manoeuvre can only be done if it's Cid's turn. Unfortunately, the captain rarely appears on the CTB display. Cid will generally be unable to move the ship in time unless Evrae has been slowed down. As soon as Evrae draws in a deep breath, you know it's time to issue the Pull Back command. The next time it's Evrae's turn, the creature will belch out a noxious poison cloud (Fig. 7). If that happens, you should heal the party as quickly as possible with an Al Bhed Potion. The poison will have no effect if the ship has pulled away from Evrae.

If Cid has another turn before Evrae approaches again, the captain will fire a volley of missiles. There is enough ammunition for three attacks. However, you'll generally find that close combat is more effective against Evrae, since fighting at long range halves the power of all elemental spells (Fig. 8). Lulu will be able to inflict some damage if she's already mastered third-level spells such as Firaga. Wakka is the only one whose physical attacks prove successful. The effectiveness of your party's attacks can be increased using Cheer.

The creature will occasionally use Stone Gaze to petrify one of your characters. You can use Soft to heal the character in question if you don't have any protective equipment. Once you've depleted your opponent's HP by two thirds, he'll start getting angry and will use Haste on himself, which will open you up another of Evrae's attacks (Fig.9). This also means you'll no longer be able to reduce his speed by casting Slow. If one of your characters has mastered Dispel, now is the time to use it.

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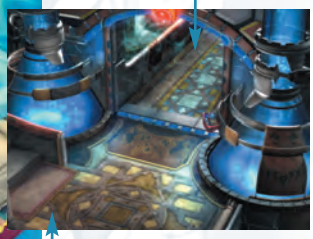
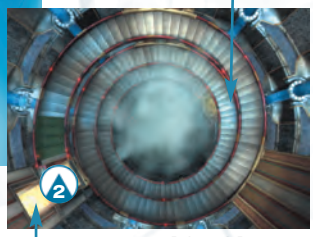
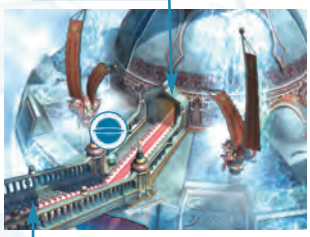
BEVELLE





Priests' Passage



Passage of Cleansing

Tower of Light

A WEDDING AND A FUNERAL

You're in for a fiery welcome here: a few Warrior Monks are about to prepare a warm reception for you (Fig. 1). Take care to heal all your characters before advancing as you'll have to defeat five enemy groups. The first consists of two Warrior Monks carrying firearms, and a third armed with a flame thrower. Both opponent types are vulnerable to Slow, Threat and Delay, and are occasionally vulnerable to Sleep and Petrification. Turn your attention first to the man carrying the flame thrower.

The second group comprises two flame throwing opponents and one YKT 63 (Fig. 2). Unfortunately, Steal proves useless against this robot, so try using Darkness to blind him. Your opponent has mastered the Thrust Kick, which Kimahri can also learn, but this can wait until a later encounter. Battle your way forward until you meet the fifth group. To start off with, you'll only be able to hit the YAT-99 in the background using long-range attacks. Once the two Monks have been eliminated, your group advances and everyone gets a chance to land a few attacks (Fig. 3).

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LEGEND

	Object	Qty.
A	Al Bhed Primer XXII	1

MONSTERS

Name	HP	AP	Steal
Warrior Monk	1400	420	Hi-Potion x2 / Purifying Salt
YAT-99	2700	1870	Remedy / Ether
YKT-63	4200	1870	Remedy / Ether

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MACHINA IN THE TEMPLE

Given all the dangers that you've overcome thus far, you'll be surprised to find that your characters can be held at bay with simple firearms (Fig. 4)! Your party will now escape into the temple. If you examine the control panel by the stairs, a platform will take you down (Fig. 5). You may want to return to the Passage of Cleansing in order to save your game, but you'll have another chance shortly before the Cloister of Trials. Incidentally, you won't be able to return to Bevelle later on, so this is your only chance to find the bonus Trials item. Remember to collect Al Bhed Primer XXII on your way there (Fig. 6).

The Cloister of Trials at Bevelle is a small labyrinth of rolling walkways (Fig. 7). In order to travel on one of the walkways, push a pedestal containing a sphere onto one of the platforms. The pedestal can take two spheres in all. Once you've reached the end of one of the two main walkways, you'll automatically be transported to the start of that walkway, where you can once again proceed as normal. At intersections, moveable green Glyph arrows will give you a choice of directions. In order to determine your destination, just press ⊗ at the right moment. Now you can get going. Push the pedestal onto the ramp (Fig. 8) and set off...

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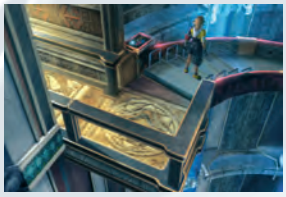
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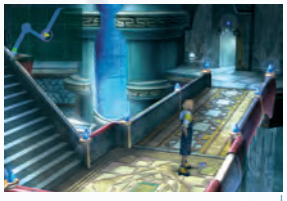
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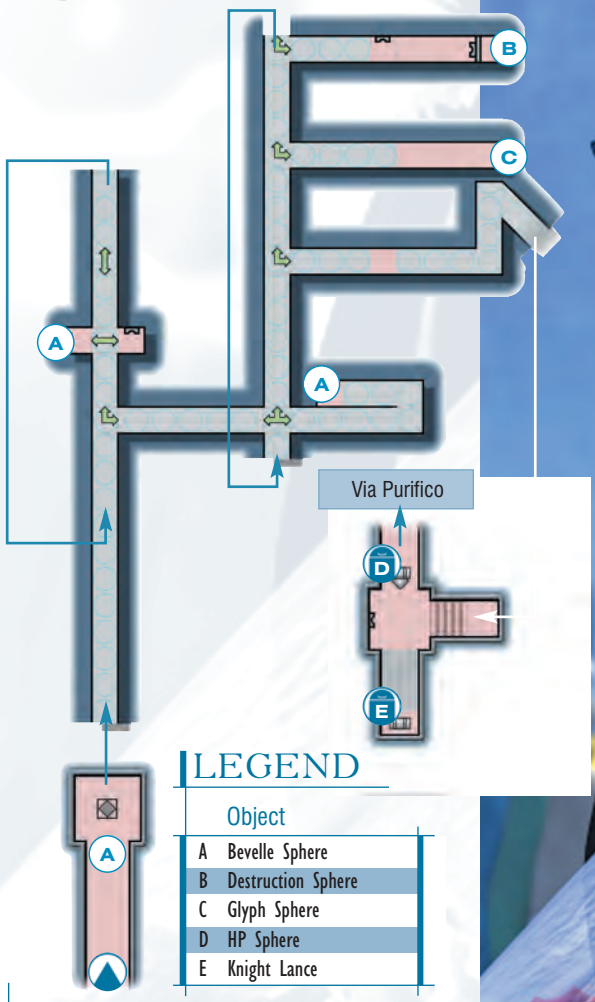
BEVELLE CLOISTER OF TRIALS



LEGEND

Object	
A	Bevelle Sphere
B	Destruction Sphere
C	Glyph Sphere
D	HP Sphere
E	Knight Lance

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BEVELLE TRIALS

Go past the first Glyph turning. At the second junction, the arrow will point alternately to the left and right (Fig. 1). Press ⊗ once it's pointing to the left in order to move to the western niche. Take the Bevelle Sphere (Fig. 2) and push the pedestal back onto the platform. Your next destination is the niche opposite. Press ⊗ several times once the Glyph arrow points towards the screen and you'll turn around and travel back to the South (Fig. 3). At the first turn-off, stop the Glyph arrow as it points to the left, causing you to move to the eastern niche. Insert the sphere into the recess in the wall (Fig. 4), activating the main walkway on the middle level. Take the platform to the southern Glyph on this level, and turn downwards (Fig. 5).

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Turn left on the next level, (you'll remain on the middle level). Go past the first turning, and turn right at the second (Fig. 6). If you keep going straight ahead by mistake, you'll simply find yourself travelling in a circle. Remove the Glyph Sphere from the wall (Fig. 7) and insert it into the pedestal. Set off again, and turn right at the next (north-eastern) junction. Remove the Bevelle Sphere from the pedestal and insert it into the recess (Fig. 8). Solid ground will form to one side of you. Now, remove the Glyph Sphere from the pedestal and insert it into the recess at the end of this corridor (Fig. 9). The wall will open up, allowing you to remove the Destruction Sphere (Fig. 10).

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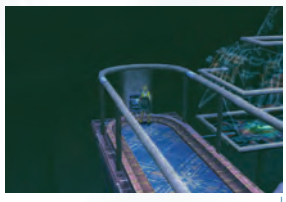
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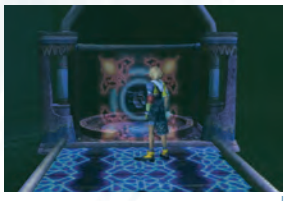
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Insert the Destruction Sphere into the pedestal. Next, remove the Bevelle Sphere from the wall, and insert it into the pedestal as well (Fig. 11). Now travel back to the point where you previously removed the Glyph Sphere from the wall, and insert the Destruction Sphere. This will open up a passageway at the end of the corridor, South of your current position (Fig. 12). Before heading in that direction, you'll need a second Bevelle Sphere. Travel to the first intersection on this level, where you'll stop automatically. Now head right towards the lowest level, where you'll find a Bevelle Sphere (Fig. 13). Take it back up to the middle level. There, turn right and right again. There will be a platform obstructing your path, but you need simply to push the pedestal to the other side (Fig. 14) and you can continue on your way. You must now leave the walkways (Fig. 15).

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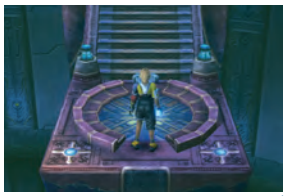
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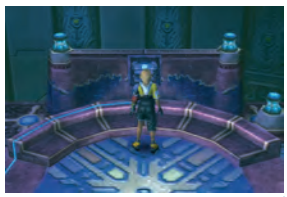
Climb the stairs and insert the Bevelle Sphere into the recess in the wall (Fig. 16). Take the HP Sphere from the chest on the right. The chest will vanish, leaving a glowing switch in its place (Fig. 17). Step on the switch to make the pedestal appear. Turn around and push the pedestal towards the left of the screen onto the platform (Fig. 18). Step onto the platform and you will be carried over to a chest containing a Knight Lance (Fig. 19). As well as being one of the six keys to Anima, Kimahri will find this weapon rather useful. Head North to exit the Trials and witness Yuna receiving a new aeon.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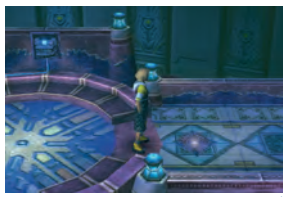
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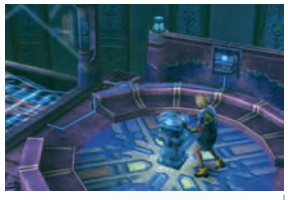
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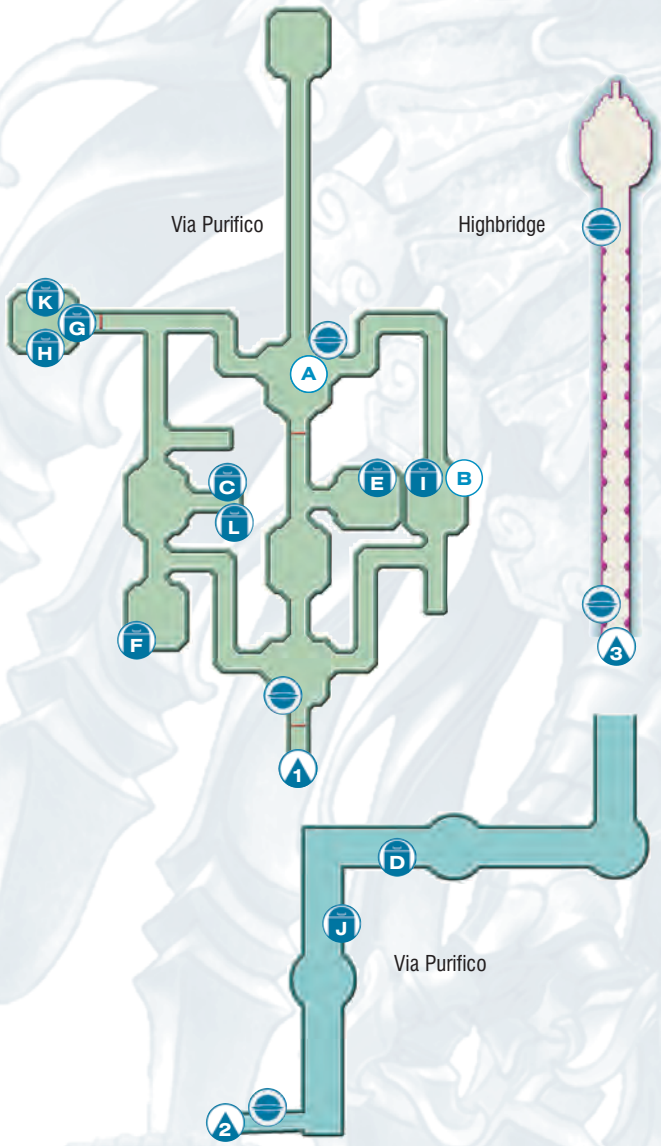
BEVELLE



LEGEND

	Object	Qty.
A	Auron	-
B	Kimahri	-
C	Lulu	-
D	Avenger	1
E	Black Magic Sphere	1
F	Elixir	1
G	Gil	10000
H	Lucid Ring	1
I	Mega-Potion	1
J	Rematch	1
K	Skill Sphere	1
L	White Magic Sphere	1

MONSTERS

Name	HP	AP	Steal
Bat Eye	380	240	Hi-Potion / Silence Grenade x2
Sahagin	380	560	Fish Scale x2 / Dragon Scale
Cave Iguion	550	240	Soft / Petrify Grenade
Swamp Mafdet	850	0	-
Sahagin	1380	200	Fish Scale x2 / Dragon Scale x2
Warrior Monk	1400	420	Hi-Potion x2 / Purifying Salt
Phlegyas	1680	650	Dragon Scale x2 / Water Gem
Aqua Flan	2025	240	Fish Scale x2 / Dragon Scale x2
Maze Larva	2222	1850	Fish Scale x2 / Dragon Scale x2
YAT-99	2700	1870	Remedy / Ether
Remora	3000	830	Dragon Scale x1 / x2
YKT-63	4200	1870	Remedy / Ether
Octopus	4500	700	Dragon Scale x2 / Water Gem x2
• Grothia	8000	0	-
• Pterya	12000	0	-
• Spathi	20000	0	-
• Evrae Altana	16384	5800	Water Gem x2 / Healing Spring
• Seymour Natus	36000	6300	Tetra Elemental x2 / x3
• Mortibody	4000	0	-

VIA PURIFICO

Separated from her guardians, Yuna is now completely dependent on her newest and most powerful aeon: Bahamut. Your quickest route out of this dungeon is to go towards the North until you reach the platform with the glowing Glyph arrow. If you step on it as soon as it points to the North, Yuna will be teleported to Auron (Fig. 1). Go as far North as you can; your party will be reunited after the boss fight.

If you want to have a good look around the complex, go first to Kimahri, then to Auron and finally to Lulu. En route you'll come across chests containing a Mega-Potion and a White Magic Sphere. Then activate the Glyph on the South wall, next to the chest containing the Elixir. Now you can step on the Glyph switch next to the chest containing the Black Magic Sphere.

This transports a teleport platform to the turn-off in the North-West (Fig. 2). If you want to access the three chests in the blocked-off room, step on the platform once the glowing arrow is pointing to the West. Your efforts will be rewarded with 10,000 Gil, a Skill Sphere and a Lucid Ring. The ring has some useful abilities: Silence Ward, Confuse Ward and Poison Ward. Before meeting Isaaru in the North, save your game in the room where you met Auron.

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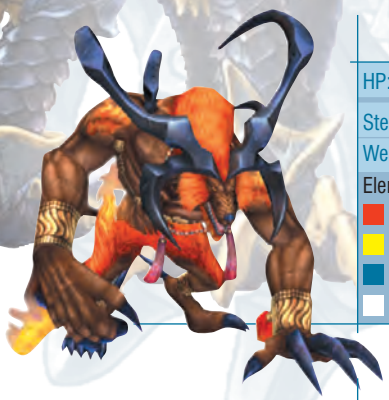
TIPS

A character or aeon can initially only inflict a maximum of 9,999 HP damage. However, you can break through this barrier with the help of certain abilities or items. Even without such aids, Bahamut can inflict damage in the five-digit range with his Mega Flare Overdrive.

ISAARU

The powerful Summoner Isaaru will call his three aeons, Grothia, Pterya and Spathi. You'll have to defeat these three formidable opponents one after the other. Since you only use aeons in this battle, you needn't worry about finding all of Yuna's guardians beforehand.



GROTHIA

HP: 8000	AP: -
Steal: -	
Weaknesses: -	
Elemental characteristics:	
Fire:	Absorbs
Lightning:	-
Water:	-
Ice:	-

PTERYA

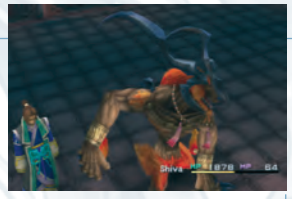
HP: 12000	AP: -
Steal: -	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

SPATHI

HP: 20000	AP: -
Steal: -	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

STRATEGY

Isaaru sends his aeons into the fray one after the other. Grothia – his version of Ifrit – is first on the battlefield (Fig. 3). He's followed by Pterya, a Valefor type of aeon (Fig. 4). Finally, Isaaru dispatches Spathi - a Bahamut look-alike - into battle (Fig. 5). There's no point saving your Bahamut until last, since two identical aeons cannot fight each other.



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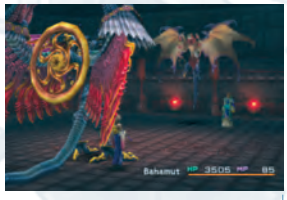

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Your aeons will find life a lot easier if they have Overdrives at the ready. Your best bet is to summon Shiva first. Since Grothia has a full Overdrive gauge, you should try to use yours first. Once Shiva bites the dust, summon Bahamut. You may find NulBlaze useful against fire attacks. Use Impulse or Blizzaga to finish off Grothia. Then lose no time in tackling Pterya: Bahamut's Mega Flare should do the trick. You can even use Mega Flare twice if Yuna is in a position to use her Grand Summon Overdrive.

Your opponent has saved the best until last: Spathi is a hard nut to crack. Your best bet is to select Ixion or Ifrit. Your opponent will start a countdown after your first attack: once the metre reaches zero, Spathi will use his Mega Flare. Even with Shield, your aeon is unlikely to survive this attack, so be prepared to summon your next one. With the combined forces of your aeons, you should emerge victorious from this battle.

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VIA PURIFICO – PART 2

Tidus, Wakka and Rikku must battle their way through a short water section. Your opponents – Sahagin, Remora, Phlegyas and Octopus – are all vulnerable to Stonetouch, Dark Attack and Slow. You'll see a chest bobbing up and down opposite the Save Sphere: you may want to take the opportunity to buy a few items (Fig. 6). Check that you have at least two Phoenix Downs. Swim around the corner to next Save Sphere on the left. Someone or something is lurking behind the Sphere...

06

SHOP

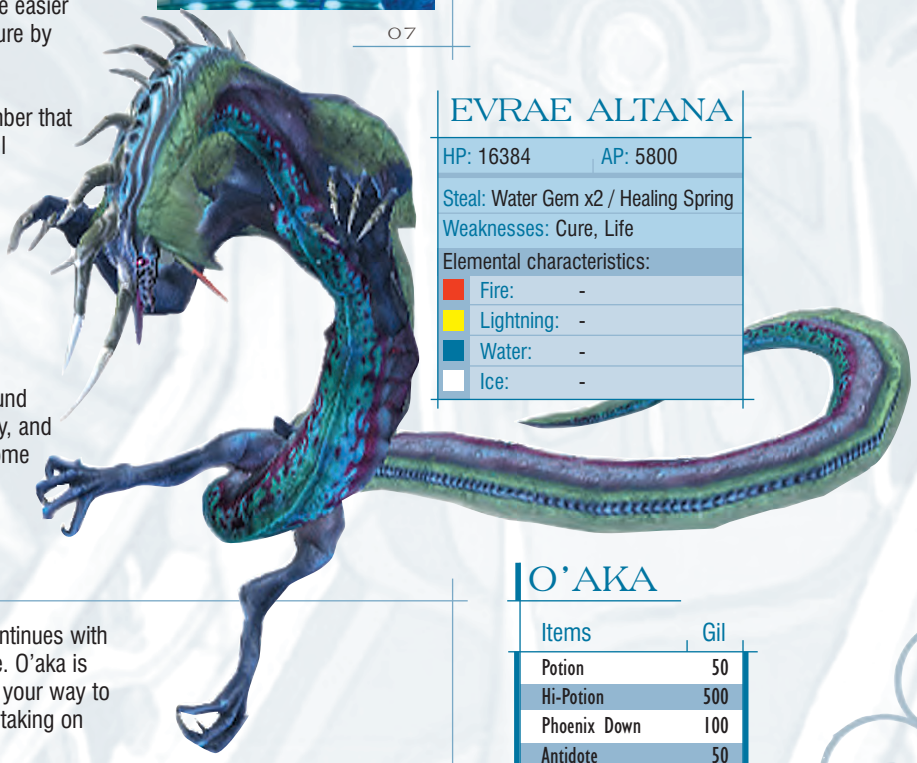
Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

STRATEGY

There's no longer any need to fear Evrae, who is but a shadow of his former self. He is in a permanent Zombie state, and therefore very vulnerable to anything with healing powers (Fig. 7). Enjoy this confrontation... it's certainly one of the easier boss fights in the game! Dispose of the pitiful creature by throwing him two Phoenix Downs.

07

If you decide not to use the Phoenix Downs, remember that Evrae counters physical attacks. His Stone Gaze will petrify one of your characters. If you execute the Open Gate Trigger Command twice, your party will flee into the next round chamber – where the fighting continues. Stone Gaze victims will enter the fray again, but if you decide to flee in this way, you'll have to leave a chest containing an Avenger behind. If you take flight a second time, you'll also have to bid adieu to the second chest containing a Rematch. However, if you decide to stand your ground just dive down to the chests after celebrating victory, and then leave the area via the North-East. You won't come across any more monsters for the moment!



EVRAE ALTANA

HP: 16384 AP: 5800

Steal: Water Gem x2 / Healing Spring

Weaknesses: Cure, Life

Elemental characteristics:

Fire:	-
Lightning:	-
Water:	-
Ice:	-

HIGHBRIDGE

While Kimahri waylays Seymour, your adventure continues with the other six characters at the end of the Highbridge. O'aka is peddling his items opposite the Save Sphere. Make your way to the North and remember to save your game before taking on Seymour.

Highbridge is a perfect training site for your characters, who'll find themselves up against Warrior Monks, YAT-99s and YKT-63s. The northern sector, in particular, is crawling with robots – a useful way to stock up on AP (Fig. 8). You can use Slow on all your opponents. As with all boss fights, take the opportunity to build up your Overdrives before battle.

08

O'AKA

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

SEYMOUR NATUS

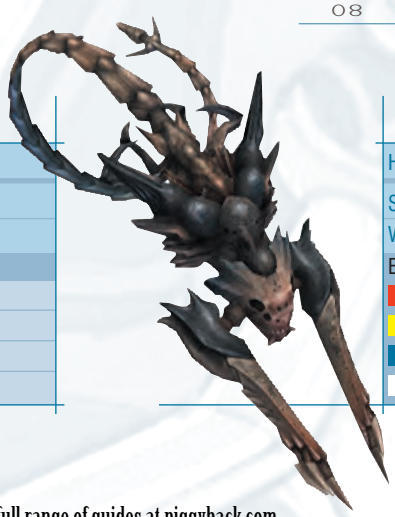
HP: 36000 AP: 6300

Steal: Tetra Elemental x2 / x3

Weaknesses: -

Elemental characteristics:

Fire:	-
Lightning:	-
Water:	-
Ice:	-



MORTIBODY

HP: 4000 AP: -

Steal: -

Weaknesses: -

Elemental characteristics:

Fire:	-
Lightning:	-
Water:	-
Ice:	-

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STRATEGY

Tidus, Auron and Yuna can use Trigger Commands to increase their Strength or Magic Def at the start. Seymour Natus uses each of his elemental spells – Multi-Blizzara, Multi-Thundera, Multi-Watera and Multi-Fira – to attack two of your characters (Fig. 9). If you want to use Nul magic to protect your party, remember that even before Seymour takes action, Mortibody will use elemental spells against all your characters, and this will use up the Nul effect. You'll also find that Desperado will remove all potentially helpful status effects.

If Seymour's HP drop to below 24,000, he'll use Protect once, and will then keep unleashing Break to petrify one character after the other. If Mortibody attacks a petrified character, its victim will be completely put out of action. Unless you have some protection against Petrification, you may want to have your aeons fight this phase of the battle. Although Seymour will immediately banish any aeon from the battlefield, you'll still be able to execute one action, and you can inflict a lot of damage using an Overdrive attack (Fig. 10). You can lift the Protect status effect using Dispel.

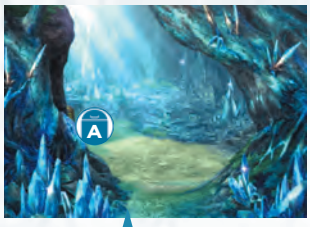
If his HP drop below 12,000, Seymour will use Flare, inflicting up to 2,500 HP damage on a character. However, you can use Reflect to ensure that the attack is reversed. Mortibody will now regularly heal his boss using Cura. If you use Reflect on Seymour Natus, your party will benefit from the healing spells – but remember that you'll no longer be able to use magic attacks. Don't worry: inflicting damage on Mortibody will also have negative consequences for Seymour. Once you've inflicted 4,000 HP damage on Mortibody, the creature will regenerate itself by absorbing 4,000 HP from Seymour (Fig. 11). The same will happen again with Mortibody absorbing 3,000, 2,000 and finally 1,000 HP.

09

10

11

MACALANIA WOODS



Campsite

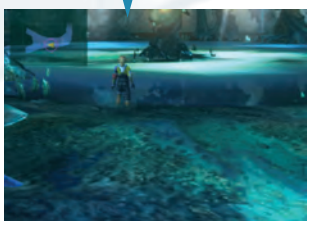
Calm Lands

To Bevelle

To Thunder Plains

North

Macalania Woods - South



Spring

LEGEND

	Object	Qty.
A*	Lucid Ring	1

* Only when you return to the location.

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TIDUS AND YUNA

You must first attend to Yuna before your party continues its journey in the Macalania Woods. Proceed towards the South until you reach the lake. Your party will leave the Campsite after an extended video sequence. Go back to find the chest containing a Lucid Ring, and then proceed to the East towards the Calm Lands.

01

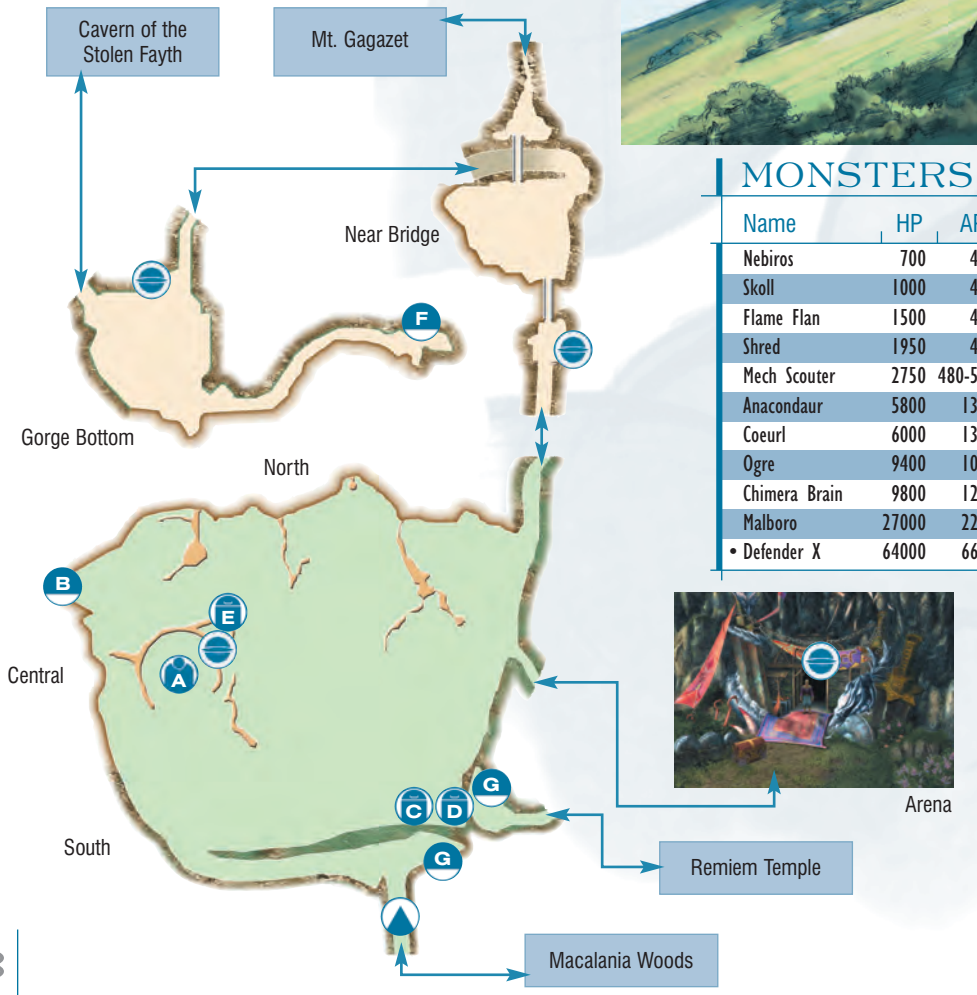
TIPS

You'll now have a chance to deal with a few other matters: for example, you may want to collect Jecht Spheres so that Auron can learn a few new Overdrive techniques. You'll find one of the Spheres in the Macalania Woods – South section (Fig. 1), while another is lying next to the second lightning conductor tower (from the North) in the Thunder Plains – South. Detailed information on the Spheres can be found in the Secrets chapter. Take a look in front of Rin's Travel Agency on Lake Macalania: you'll find a chest containing 4,000 Gil (Fig. 2). If you don't mind going out of your way, you may want to accept an unusual commission from the manager of the Monster Arena in the Calm Lands: he'd like you to capture a few monsters ... (see also Secrets chapter.)
You can't go back further than the Thunder Plains – South: Guadosalam remains barred to you. On the way there, you'll come across Dark Ixion at the Thunder Plains – North (Fig. 3). Dark Shiva is sent to teach you a lesson in the temple of Macalania. If you want to experience a few catastrophic defeats (well, 99,999 damage points is pretty catastrophic!), you may want to pay a visit to these Dark Aeons (see Secrets chapter). Otherwise, leave them for later – much later!

02

03

CALM LANDS



Arena

MONSTERS

Name	HP	AP	Steal
Nebiros	700	480	Poison Fang x1 / x2
Skoll	1000	480	Dream Powder x1 / x2
Flame Flan	1500	480	Fire Gem x1 / x2
Shred	1950	480	Hypello Potion x1 / x2
Mech Scouter	2750	480-530	Grenade x3 / x4
Anacondaur	5800	1380	Petrify Grenade x1 / x2
Coeurl	6000	1300	Mana Spring
Ogre	9400	1080	Stamina Spring x1 / x2
Chimera Brain	9800	1200	Ice Gem / Lightning Gem x2
Malboro	27000	2200	Remedy
• Defender X	64000	6600	Lunar Curtain x4

LEGEND

	Object	Qty.
A	Aeon's Soul	1
B	Al Bhed Primer XXIII	1
C	Gil	5000
D	Gil	10000
E	Lv. 2 Key Sphere	1
F	Rusty Sword	1
G	Chocobo Feather	1

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LAND OF OPPORTUNITY

In the Calm Lands, first go down the slope towards the West: Maechen will tell you a little about your surroundings. You'll come across Rin in the South-West; he has some interesting things for sale. However, before spending your money you may want to check whether the abilities of the equipment for sale can be achieved by Customising equipment you already have in your inventory. Afterwards, pay a visit to the camp to the North, where you'll find a Save Sphere as well as a Shop stocking Holy Water (Fig. 1). You may want to purchase some now, even though the danger posed by Zombie and Curse is not yet particularly great. Take a look at the Monitor offering information on Coeurl, Malboro, Bashura and Ghost. The hill behind the Shop is well worth a visit: you'll find a chest containing a Lv. 2 Key Sphere. Belgemine is waiting for you in the circular area to the South-West (Fig. 2), but you may want to save your game before dropping by. After all, it's not as though there's nothing to do in the Calm Lands! If you want to continue your pilgrimage, you'll have to proceed to the North-East and take on Defender X at the bridge.

01

02

RIN

Weapons	Gil	Abilities
Malleable Staff	38625	Magic +10%, Magic +3%, (2)
Shapeshifter	6250	Magic +5%, Magic +3%, Strength +5%, Strength +3%
Buckler	25050	Magic Counter
White Armguard	15750	Ice Ward, Water Ward, HP +5%, (1)
Saviour Bangle	6825	Stoneproof, Silenceproof
Wizard Bracer	76250	MP +20%, MP +10%, MP +5%, (1)
Curative Targe	10050	Auto-Med

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

SHOP 1

Weapons	Gil	Abilities
Baroque Sword	7575	Strength +10%, (1)
Ductile Rod	7575	Magic +10%, (1)
Switch Hitter	7575	Strength +10%, (1)
Variable Mog	7575	Magic +10%, (1)
Halberd	15150	Piercing, Strength +10%, (1)
Shimmering Blade	15150	Piercing, Strength +10%, (1)
Devastator	7575	Strength +10%, (1)
Seeker's Shield	1575	HP +10%, (1)
Seeker's Ring	1575	HP +10%, (1)
Seeker's Armguard	1575	HP +10%, (1)
Seeker's Bangle	1575	HP +10%, (1)
Seeker's Armlet	1575	HP +10%, (1)
Seeker's Bracer	1575	HP +10%, (1)
Seeker's Targe	1575	HP +10%, (1)

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Holy Water	300
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100
Grenade	300
Map	50

TIPS

Kimahri can learn a good deal from the local creatures: Chimera Brain can teach him Aqua Breath, while he can learn Stone Breath from Anacondaur and Bad Breath from Malboro (Fig. 3). Bad Breath inflicts Darkness, Silence and Confusion simultaneously. The more powerful monsters, such as Malboro and Ogre, tend to congregate in the North-West of the Calm Lands.

You'll occasionally encounter burning Mech Scouters. These differ from the conventional model in that they hand out more AP but fewer Gil, and Steal will yield one Grenade fewer. Incidentally, Steal completely destroys both models.

03

BATTLE OF THE AEONS – PART 3

Belgemine's challenge is given under the now familiar conditions. This time you'll be facing her Shiva, who has 15,000 HP (Fig. 4). Things shouldn't be too difficult if you summon Ifrit or Bahamut, complete with their Overdrives. Regardless of the battle outcome, Belgemine will present you with an Aeon's Soul, a Key Item which will enable you to increase your aeons' attributes. Victory will be rewarded with an additional 30 Power Spheres, while 30 Speed Spheres should cushion the blow in the event of a defeat.

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MONSTER ARENA

The entrance to the Monster Arena is in the East of the Calm Lands, to the North of the two treasure chests containing 5,000 and 10,000 Gil. You may want to take up the arena operator's offer and go on a monster hunt, using weapons with the Capture ability. You can only obtain these from the arena manager. They don't have to be equipped throughout the whole battle; just make sure that they are used for the final blow.

If you decide to take up this challenge, you should equip at least one of your fighters with a Capture weapon. If you catch at least one of each of the nine different creatures found in the Calm Lands (excluding Machinas), the arena will be re-opened. You'll be rewarded with 60 Farplane Winds and a chest (Fig. 5) containing Yuna's Celestial Weapon. You'll need the Celestial Mirror to open the chest. The arena manager also breeds monsters which you won't encounter anywhere else in Spira: take a look at the Secrets chapter to find out more. You'll also find information on the Celestial Mirror in the Secrets chapter.

05

SHOP 2

Weapons	Gil	Abilities
Taming Sword	9075	Capture, (1)
Herding Staff	9075	Capture, (1)
Catcher	9075	Capture, (1)
Trapper Mog	9075	Capture, (1)
Taming Spear	9075	Capture, (1)
Beastmaster	9075	Capture, (1)
Iron Grip	9075	Capture, (1)

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Holy Water	300
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

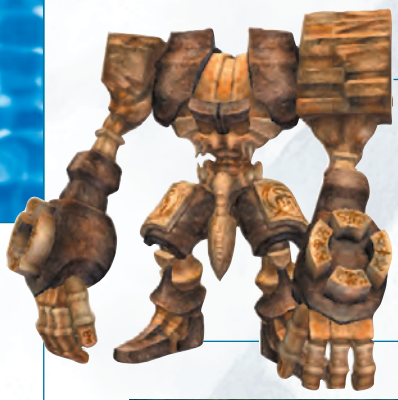
RUN CHOCOBO, RUN!

As well as Al Bhed Primer. XXIII (Fig. 6), you'll find a female Chocobo trainer in the North-West of the Calm Lands (Fig. 7). Have a word with her if you want to train one of the creatures. You'll first have to guide a rather wilful Chocobo over a course within 12.8 seconds. As well as an Elixir, you'll be rewarded with a permit allowing you to ride a Chocobo in the Calm Lands. You can also take up a few more challenges and win some prizes, and you may enjoy distracting the guard on the ramp in the North-East. Take a look at the Secrets chapter to find out all about Chocobo racing.

While riding a Chocobo, you may want to examine the Chocobo Feather in the South-East of the Calm Lands: you'll then access the passage leading to Remiem Temple. There, you'll find Al Bhed Primer XXIV and meet up again with Belgemine. You can also take part in another Chocobo race. You'll find everything worth knowing about the Remiem Temple in the Secrets chapter.

06

07



DEFENDER X

HP: 64000	AP: 6660
Steal: Lunar Curtain x4	
Weaknesses: Dark, Armour Break	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

08

STRATEGY

Defender X is quite literally a hard nut to crack, so you'll find Armour Break very useful. If you can speed them up at the start using Haste, you'll find that Yuna, Auron and Wakka make a good team. Protect offers some protection from Defender X's powerful attacks (Fig. 8). Wakka's best bet is to use Dark Buster in each round, while Auron should attack and Yuna should use her healing skills. Once your opponent's HP drop below 10,000, he'll use Slowga and Mighty Guard.

Defender X will generally make quick work of aeons, so you should only use them if they can unleash successful Overdrive attacks. If Yuna has mastered the Healer Overdrive Mode, you won't have to build up each aeon's Overdrive gauge for the battle. Since Yuna is very busy healing, it won't take long for her to fill her Overdrive gauge, allowing her to use Grand Summon. Depending on Lulu's strength, you may find her elemental spells effective as long as Auron has prepared the ground by using Mental Break.

You do have one trick up your sleeve if you want to simplify matters: use Provoke to prevent your opponent from using his deadly Haymaker. He'll then have no choice but to keep attacking with the Blast Punch, which halves his target's HP, reducing it to 1 in the worst-case scenario.

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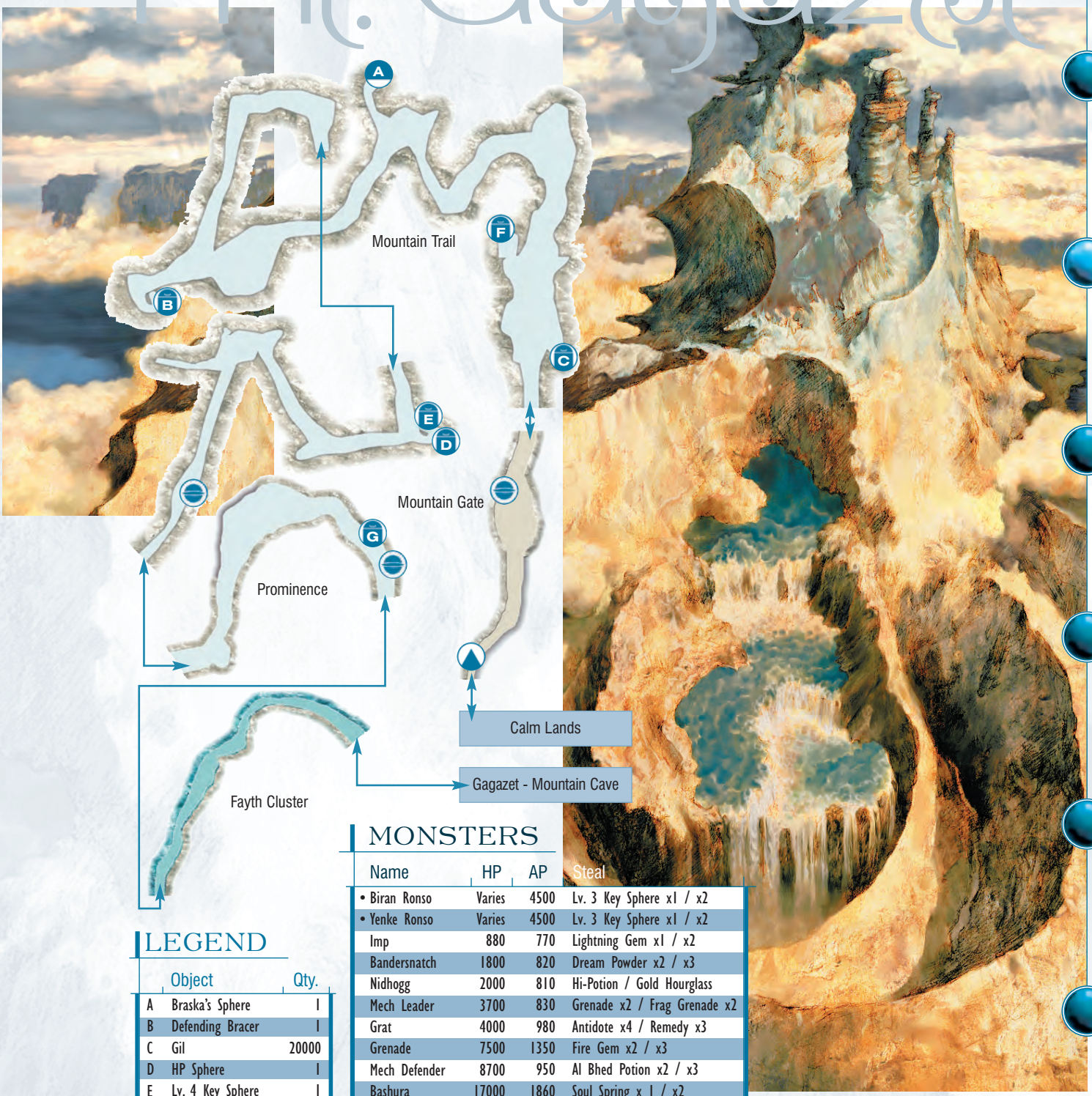
CAVERN OF THE STOLEN FAYTH

Once you've sorted out Defender X, you can proceed to the land of the Ronso in the North. Of course, you can also make a detour at the bridge and go to the Gorge Bottom (Fig. 9). There, you'll find the Rusty Sword to the far East; with the right ingredients, this will one day be transformed into Auron's Celestial Weapon. You may also want to pay a visit to the Cavern of the Stolen Fayth. As well as a variety of items, the Cavern is home to Al Bhed Primer XXV and the aeon Yojimbo. Take a look at the Secrets chapter to find out more.

09

MT. GAGAZET



LEGEND

	Object	Qty.
A	Braska's Sphere	1
B	Defending Bracer	1
C	Gil	20000
D	HP Sphere	1
E	Lv. 4 Key Sphere	1
F	Mega-Potion	1
G	Saturn Crest	1

MONSTERS

Name	HP	AP	Steal
• Biran Ronso	Varies	4500	Lv. 3 Key Sphere x1 / x2
• Yenke Ronso	Varies	4500	Lv. 3 Key Sphere x1 / x2
Imp	880	770	Lightning Gem x1 / x2
Bandersnatch	1800	820	Dream Powder x2 / x3
Nidhogg	2000	810	Hi-Potion / Gold Hourglass
Mech Leader	3700	830	Grenade x2 / Frag Grenade x2
Grat	4000	980	Antidote x4 / Remedy x3
Grenade	7500	1350	Fire Gem x2 / x3
Mech Defender	8700	950	Al Bhed Potion x2 / x3
Bashura	17000	1860	Soul Spring x 1 / x2
• Seymour Flux	70000	10000	Elixir
• Mortiorchis	4000	-	-

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A MATTER OF HONOUR

Kimahri must defend his honour on his own in a battle against Biran and Yenke. If you're short of equipment, you can acquire some from the Ronso at the front right (Fig. 1). Go up the slope as soon as you're ready; to ensure that the gauge can fill during battle, check that Overdrive Modes such as Comrade are not activated. You should use a weapon with a high Strength bonus; what's more, you'll find that Sensor has no effect on the Ronsos.

01

SHOP

Weapons	Gil	Abilities
Baroque Sword	22725	Strength +10%, (2)
Ductile Rod	22725	Magic +10%, (2)
Switch Hitter	22725	Strength +10%, (2)
Variable Mog	22725	Magic +10%, (2)
Shapeshifter	37875	Piercing, Strength +10%, (2)
Shiranui	37875	Piercing, Strength +10%, (2)
Devastator	22725	Strength +10%, (2)
Glorious Shield	4725	HP +10%, (2)
Glorious Ring	4725	HP +10%, (2)
Glorious Armguard	4725	HP +10%, (2)
Glorious Bangle	4725	HP +10%, (2)
Glorious Armlet	4725	HP +10%, (2)
Glorious Bracer	4725	HP +10%, (2)
Glorious Targe	4725	HP +10%, (2)

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Holy Water	300
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

BIRAN AND YENKE RONSO

HP: varies | AP: 4500 each

Steal: Lv. 3 Key Sphere / x2

Weaknesses: -

Elemental characteristics:

- Fire: -
- Lightning: -
- Water: -
- Ice: -

STRATEGY

Status effects such as Darkness, Sleep or Slow have no effect, but as always you'll find Haste very useful. If you have not learnt Haste and the battle is posing problems, try and use a White Magic Sphere on the Sphere Grid before you start combat. If you want to engage in a bit of pick-pocketing, use Steal and Mug to rob your two opponents of Lv. 3 Key Spheres. Whatever you do, make sure that you have enough potions in reserve!

Kimahri can learn numerous Ronso Rage abilities from the Ronsos. Biran has Thrust Kick, Mighty Guard, Doom and Self Destruct, while Yenke has Aqua Breath, Fire Breath, Stone Breath and White Wind (Fig. 2). Mighty Guard and White Wind can only be learnt after they have been used by the enemy. Once Biran's HP drop below 50 %, he'll use his Mighty Guard. Similarly, Yenke will use White Wind as soon as his HP fall below 50%.

02

03

Normal attacks only have an effect after Kimahri has been caught in a pincer movement (Fig. 3). Biran and Yenke will offer each other mutual protection if they're standing beside one another. In that event, use your healing skills or techniques such as Aqua Breath. The two Ronsos' HP figures depend on Kimahri's attribute levels. Take a look in the Monsters chapter to find out how they are linked.

THE LONG MARCH

After defeating the Ronsos, return to the Mountain Gate in order to save your game. The route across the mountains is long and hazardous, and Save Spheres are thin on the ground... fiends, on the other hand, are not!

Right at the start you'll come across two treasure chests containing a Mega-Potion and 20,000 Gil respectively. At the end of a small dead-end to the North you'll find Braska's Sphere (Fig. 4). If you've already collected two Jecht Spheres, Auron will now be able to learn his second Overdrive technique. In the far West of this section you'll also find a Defending Bracer. Shortly afterwards you'll meet O'aka's brother, Wantz, the last trader to sell you goods on your pilgrimage (Fig. 5). Lay in some reserves of Holy Water. You may also want to consider buying some armour with Zombie protection.

It's now a fair distance until the next Save Sphere. On your way you'll stumble across two chests containing an HP Sphere and a Lv. 4 Key Sphere: they're slightly off the beaten track. If you want to use the Save Sphere to ensure that your party is at its fittest, it may be a good idea to walk around a bit, engage in a few battles and make sure that your fighters and aeons enter the next boss fight with full Overdrive gauges.

04

05

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TIPS

Although fiends in the Monster Arena are listed under specific areas, you can capture a listed monster wherever it appears. For example, any Imps of Nidhoggs you capture on Mt. Gagazet will still count towards the total listed under Cavern of the Stolen Fayth.

Remember that the Firestrike ability has little effect on these opponents. You can use Threaten to paralyse the powerful Bashura. Extensive use of your abilities may force you to use up a few valuable Ethers before you reach the next Save Sphere.

WANTZ

Weapons	Gil	Abilities
Double-Edge	4350	Firestrike, Icestrike, (1)
Conductor	90750	Initiative, (3)
Double Penalty	18150	Sleeptouch, Silencetouch, Darktouch
Booster Cactuar	112750	Magic Booster, Magic +10%, Magic +5%, (1)
Trident	6450	Firestrike, Lightningstrike, Icestrike
Shimmering Blade	16650	Piercing, Strength +10%, Strength +5%
Survivor	97875	Alchemy, Strength +10%, (2)
Tetra Shield	45375	HP +10%, Defence +10%, (2)
Blessed Ring	37750	Magic Def +10%, Magic Def +5%, Zombie Ward, (1)
Tetra Armguard	52875	HP +10%, MP +10%, (2)
Shell Bangle	18225	SOS Shell, (2)
Tetra Armlet	45375	HP +10%, Defence +10%, (2)
Blessed Bracer	22875	HP +10%, Zombie Ward, (2)
Haste Targe	90225	SOS Haste, (2)

Items	Gil
Potion	50
Hi-Potion	500
Phoenix Down	100
Holy Water	300
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100

SEYMOUR FLUX

HP: 70000	AP: 10000
Steal: Elixir	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

MORTIORCHIS

HP: 4000	AP: -
Steal: -	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

STRATEGY

Yuna and Kimahri can increase their Magic Defence or Strength by ten points at the start: all they have to do is address Seymour Flux using the Trigger Command. You can use Hastega to speed up all your characters at the start of battle, but the effect will generally be lifted by Seymour's Dispel.

Seymour's spear attack will turn one of your fighters into a Zombie. Mortiorchis will then use Full-Life to kill the Zombie (Fig. 6). In between these two actions you'll have a chance to heal affected heroes using Holy Water or a Remedy. The Cross Cleave (Fig. 7) will hit all three characters and may inflict over 2,500 HP damage. The good news is that Yuna can use Protect to reduce the massive damage. Seymour will occasionally use Dispel to lift all positive status effects. However, you can use Silence Buster to prevent both this and his Flare attack. You may also want to try and poison him using Bio.

Once Seymour's HP drop below 35,000, Mortiorchis will use his Total Annihilation attack after two rounds. Shell (not Protect!) can be used to reduce the damage by around half to 2,000 points. There's no way of preventing this attack, even if you earlier managed to reduce Mortiorchis's HP to zero. As always, he will absorb new reserves of energy from his "boss". It may be a good idea for Kimahri to use Mighty Guard before Total Annihilation. Alternatively, why not use one of Rikku's mixes?

If you took the shortest route through Spira, rather than having your characters put in plenty of training, then this battle could become rather tricky. However, you can always use the aeons to level the playing field (Fig. 8). As in the previous battle, Seymour will banish them after their initial attack, but you'll find that a successful Overdrive is worth the sacrifice. Seymour won't last long if you ensure that all five aeons' Overdrive gauges are full before the battle.

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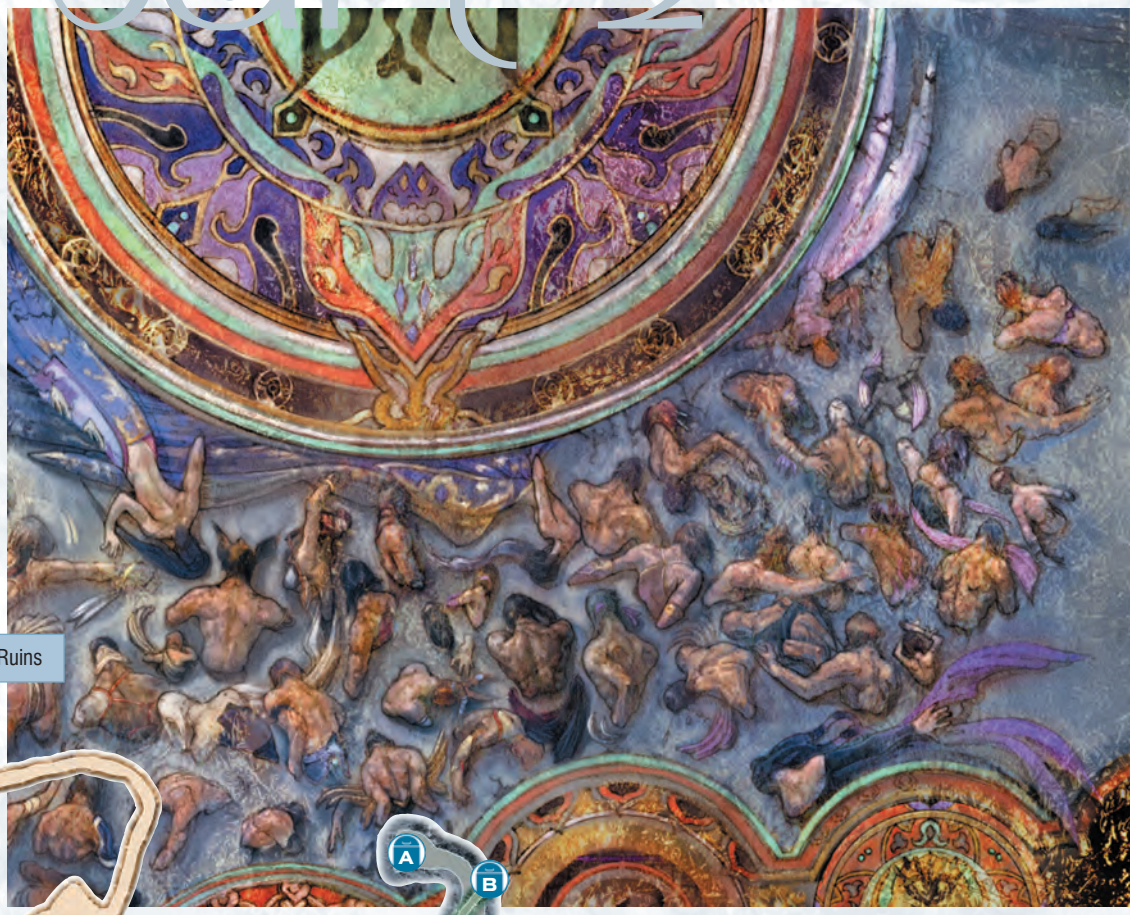
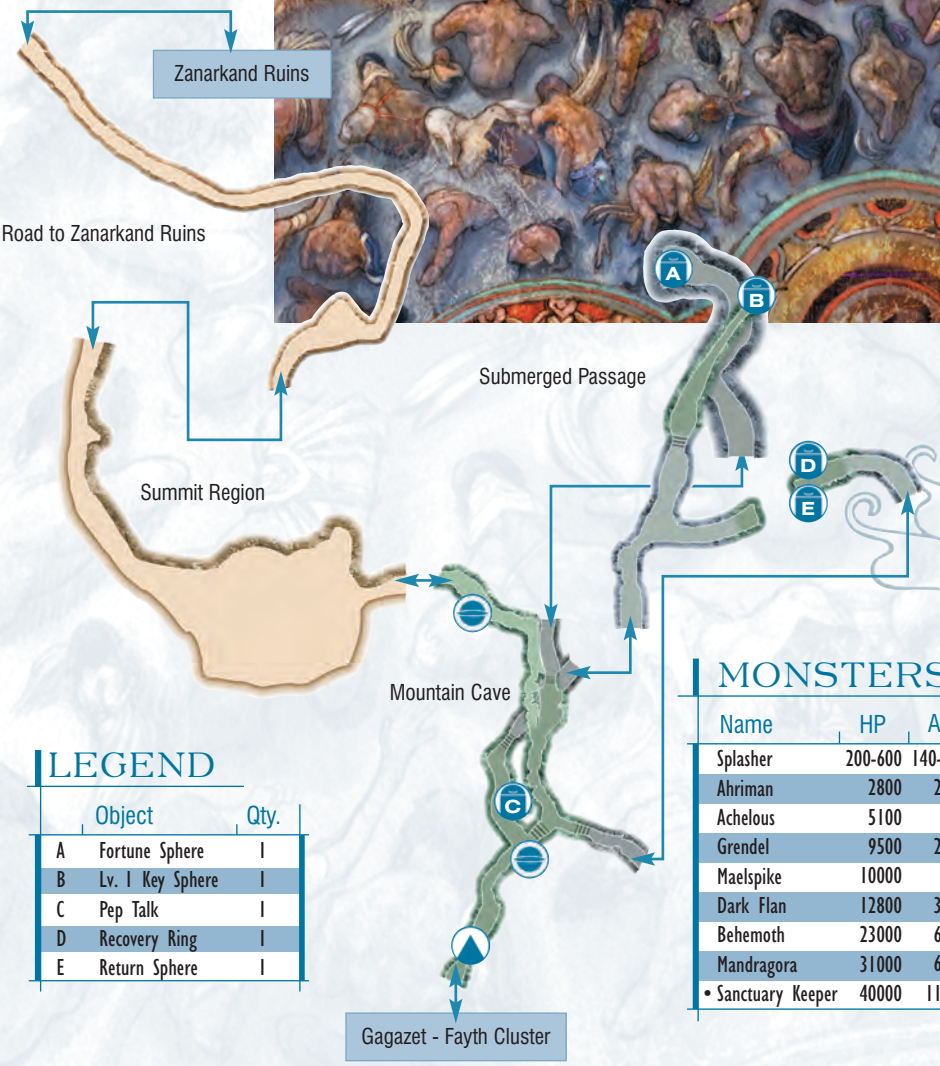
JUST A DREAM?

After the battle, carry on with your journey as normal. In front of the Save Sphere, take a look between the pillars on the left: you'll discover the Saturn Crest hidden in a chest. Tidus will experience a rather revealing dream sequence before you reach the caves of Mt. Gagazet. Talk to the Fayth in Tidus's house, then follow him outside. Eventually, Tidus will wake up and you can proceed with your journey.

MT. GAGAZET - PART 2





LEGEND

	Object	Qty.
A	Fortune Sphere	1
B	Lv. 1 Key Sphere	1
C	Pep Talk	1
D	Recovery Ring	1
E	Return Sphere	1

MONSTERS

Name	HP	AP	Steal
Splasher	200-600	140-440	Grenade, Frag Grenade
Ahriman	2800	2200	Musk x2 / x3
Achelous	5100	730	Water Gem x2, Healing Spring
Grendel	9500	2600	Hi-Potion, Mega-Potion
Maelspike	10000	600	Water Gem x2 / x3
Dark Flan	12800	3750	Star Curtain x1 / x2
Behemoth	23000	6540	Ether, Mana Tablet
Mandragora	31000	6230	Remedy x 2 / x3
• Sanctuary Keeper	40000	11000	Turbo Ether x1/ x2

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TRIALS

Leave the Save Sphere in the cave and make your way to the West. Once you reach the water, Tidus, Wakka and Rikku will continue their journey alone. The underwater fiends can be kept in check using Dark Attack. Your first trial awaits you in the far North. Wakka must throw a ball through the opening in the rotating shields in order to hit the glowing centre (Fig. 9). Wait until the sphere is completely covered by the larger wall before throwing the ball. You can have as many attempts as you like, so success is guaranteed... sooner or later! Once completed, a chest containing a Lv. 1 Key Sphere will appear.

Return to the Save Sphere, proceed up the steps to the North, and continue until you have no choice but to carry on underwater. Incidentally, if you are drawn into battle on land, you'll be able to use your other fighters again. Now swim towards the three glowing circles (Fig. 10). The colours correspond to your characters' colours on the Sphere Grid: green for Rikku, blue for Tidus and orange for Wakka. (You'll find that the obvious "small, medium, large" principle also works.) You will then see a chest containing a Fortune Sphere.

A passage to the West will have been uncovered above the Save Sphere. At the end of this passage you'll find two chests containing a Return Sphere and a Recovery Ring. Still in the West, on your way to the first trial, you'll find another chest containing a Pep Talk. Once you've decided to leave the cave, head North from the Save Sphere and climb up the stairs on the left-hand side of the first chamber (Fig. 11). Once you have climbed the stairs, you can save your game and prepare for the next boss fight. Make sure that your party is protected against negative status effects!

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TIPS

You'll encounter a few nasty fiends in the caves. Many of these monsters are resistant to Water, and you will often find that Fire is not much use either. Kimahri can learn White Wind from the Dark Flans. You won't be able to inflict much physical damage on this creature until you've used Armour Break (Fig. 12). A Mandragora will inflict a variety of negative status effects, but you can prevent this with Sleep Buster. You'll find that Behemoths are very vulnerable to Bio and can teach Kimahri Mighty Guard! Remember that you can reduce physical damage by using Protect.

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SANCTUARY KEEPER

HP: 40000	AP: 11000
Steal: Turbo Ether / x2	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

STRATEGY

Use Hastega, Dark Buster, Armour Break and Mental Break at the start. You can also use Protect to reduce any damage received. Your opponent will occasionally use Curaga to heal himself, boosting his HP by a respectable 9,999 points. To prevent this, either cast Reflect on him or have a fighter with the Use command throw a Star Curtain. Your opponent will occasionally cast Reflect on one of your party; this can be reversed with Dispel or by replacing the character in question.

Auron can use Threaten to hold up the Sanctuary Keeper briefly (Fig. 13). The Sanctuary Keeper's Photon Wing inflicts Sleep, Silence, Dark, Confuse and Curse. If you summon an aeon, your opponent will eventually unleash Mana Breath which will dispatch the poor creature into oblivion (Fig. 14). Prepare ahead and make sure that the aeon is ready to unleash an Overdrive immediately.

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Mana Breath doesn't only make life difficult for your aeons. Luckily, this attack will only affect one character, but the damage inflicted may exceed 4,000 HP. You'll simply have to revive the victim. The Sanctuary Keeper also has a normal attack up his sleeve, but you'll find this relatively harmless. His Tail Sweep can awaken characters who've been put to Sleep but will delay their next turn.

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ZANARKAND RUINS

Dome

Overpass

Corridor

Zanarkand Ruins

Interior

Mt. Gagazet

Trials

The Beyond

Great Hall

Chamber of the Fayth

LEGEND

	Object	Qty.
A	Fortune Sphere	1
B	Friend Sphere	1
C	Gil	10000
D	Luck Sphere	1
E	Lv. 3 Key Sphere	1
F	Spiritual Targe	1
G	Sun Crest	1

MONSTERS

Name	HP	AP	Steal
Ahriman	2800	2200	Musk x2 / x3
Fallen Monk	3300	1200	Candle of Life x2 / Purifying Salt
YAT-97	3700	3200	Holy Water x3 / Ether x2
YKT-11	6200	3200	Holy Water x3 / Ether x2
Grendel	9500	2600	Hi-Potion / Mega-Potion
Dark Flan	12800	3750	Star Curtain / x2
Bashura	17000	1860	Soul Spring / x2
Behemoth	23000	6540	Ether / Mana Tablet
Mandragora	31000	6230	Remedy x 2 / x3
Defender Z	42300	6000	Lunar Curtain x2
• Spectral Keeper	52000	12000	Ether / Turbo Ether
• Yunalesca	132000	14000	Stamina Tablet / Farplane Wind

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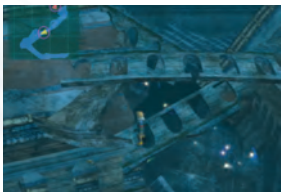
NOTHING IS AS IT WAS

On the way to the Dome you'll initially come across a few creatures from the Mt. Gagazet region. You'll then have to take on more robots but be warned: Steal proves useless against them. Once the YKT-11 is the last robot left standing, he'll use his Thrust Kick to eject your fighters from the battlefield. You won't stand a chance without Armour Break and Mental Break, especially when facing the formidable Defender Z (Fig. 1)! If necessary, you can use a Phoenix Down or Life magic to dispose of the undead Fallen Monks instantly. You can also steal a respectable stock of Holy Water from YAT-97s: you'll be glad of it later on!

Take the Fortune Sphere and Spiritual Targe from the western edge of the road. In the Dome – Interior, climb onto the roofing, where you'll find 10,000 Gil waiting for you. After your encounter with an old acquaintance in the East, take a look around for a Friend Sphere. You'll find a Lv. 3 Key Sphere if you follow the narrow path downwards (Fig. 2). Now all that remains is to open the chest containing a Luck Sphere before saving your game and taking on the Trials.

01



02

ZANARKAND CLOISTER OF TRIALS

THE TRIALS

It is not yet possible to obtain bonus items during these Trials; for that, you'll have to return once you have the Airship. In order to start the Trials, step on the green square by the steps (Fig. 1). You'll see nine glowing circles on the ground. If you touch one of them, part of a puzzle will light up around it; your aim is to activate the five fields displayed on the rear wall. Don't worry if you step on the wrong field: it just means you'll have to start again from scratch. You won't have any problem finding the right points if you compare the display with the map on this page (Fig. 2). The door to the next room will open, and you'll see six Pedestals appear in the niches.

01

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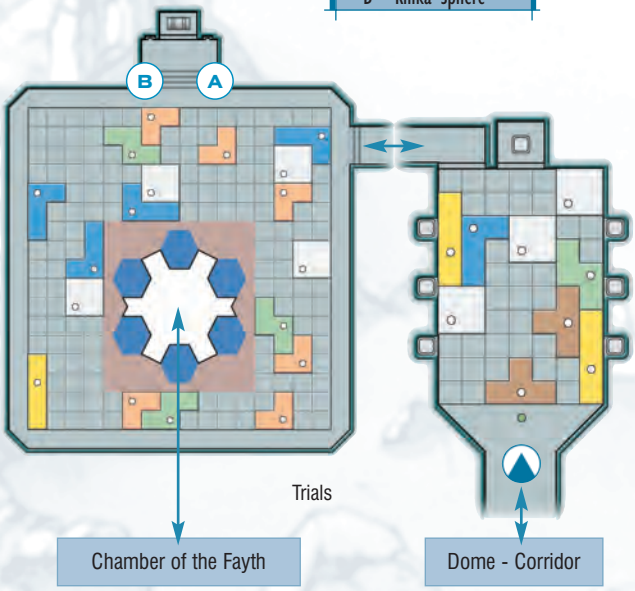
LEGEND

Object	
A	Besaid Sphere
B	Kilika Sphere



Push the Pedestal near the door in the North-West: new parts of the puzzle will be shown on the display. Go into the hall next door and examine the display in the North (Fig. 3), then activate the required symbols by touching the glowing points (Fig. 4). Once you've activated all six fields, the first symbol will light up in the centre (Fig. 5). Return to the chamber and push the next pedestal into the wall. >>

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>> You'll have to activate seven fields at the pedestal in the South-West, as shown in Fig. 6. Once you've pushed the pedestal into the wall in the North-East, you'll activate nine fields (see Fig. 7). All that remains is the south-eastern pedestal, where you'll have to activate another seven fields (Fig. 8). Once you've completed these tasks, you'll receive the Kilika Sphere, which you'll find to the left of the display in the North (Fig. 9). In the small chamber, insert the Kilika Sphere into the middle pedestal on the West side. Then go back to the hall and take the Besaid Sphere which you'll find to the right of the display panel. Insert it in the remaining pedestal (at the centre of the eastern wall), push both the pedestals into the wall and return to the hall.

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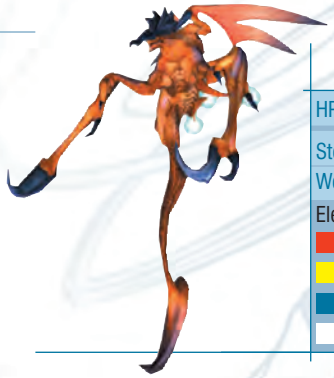
STRATEGY

This confrontation takes place on a unique battlefield. The Spectral Keeper is surrounded by six fields, three of which are occupied by your active fighters. You can use Trigger Commands to reposition your characters on any available field (Fig. 10). Haste will be particularly useful during this battle. Your opponent generally uses attacks which cause Berserk: if you happen to have the necessary protection, make sure you equip it beforehand. If not, carry out some quick healing using a Remedy or Esuna.

If you attack the Spectral Keeper, he will counter by attacking the three fields in front of him (Fig. 11). It's therefore important to position the character with the most HP and the greatest protection (Protect will prove useful) in front of the creature, with your two other fighters behind the Spectral Keeper. If you position all your heroes behind the Spectral Keeper he'll just turn around, which could prove nasty. Your best bet is to leave a free field between your characters. You can use Provoke to determine which character is attacked.

Your opponent will occasionally lay Glyph Mines on two of the six fields. These will explode after a number of turns, instantly causing death (Fig. 12); don't waste any time moving your fighters to safety. If you summon an aeon, the unfortunate creature will instantly fall victim to a mine. Since aeons cannot last long against the Spectral Keeper, your best bet is to trigger an Overdrive immediately. Incidentally, there's no point selecting Dismiss: your characters would simply be blown up by the Glyph mine intended for the aeon.



SPECTRAL KEEPER

HP: 52000	AP: 12000
Steal: Ether / Turbo Ether	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

Save your game after defeating your opponent. It might be a good idea to then leave the temple and fill your Overdrive gauges before the next battle: things are about to get rather tricky!

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YUNALESCA

HP: 24000, 48000, 60000	AP: 14000
Steal: Stamina Tablet / Farplane Wind	
Weaknesses: –	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

STRATEGY

Yunalesca's normal attack nullifies the effects of Haste, Protect and Shell, so you can't rely on their useful properties for long. Protection against Silence and Darkness is vital (Fig. 13). Some actions, such as Steal, will be countered with Sleep. However, it is worthwhile stealing Stamina Tablets. These useful little pills double a character's HP for the duration of a battle! In her initial form, Yunalesca shouldn't give your party too much trouble. However, she becomes considerably more dangerous with each transformation, so you'd be well advised to save your Overdrives and aeons for later rounds.

Yunalesca will use Hellbiter, a nasty attack which inflicts the Zombie status on all your characters (Fig. 14). She will then use healing spells such as Regen to injure the undead. This status can only be lifted using Holy Water or a Remedy. Equipment with Zombie protection is recommended, but not for the third round of the battle. Using aeons is not particularly effective since Yunalesca uses Absorb on them, enabling her to reduce some of the damage dealt to her each time. >>

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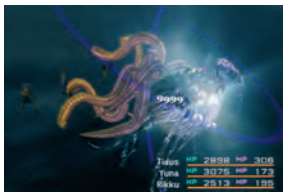
>> Yunalesca will use Mega Death right at the start of the third round, putting all characters who are NOT undead out of action immediately and possibly causing a surprise end to the battle. You should also be prepared for this attack later. Your best bet is to ensure that at least one character is permanently 'zombified' from the end of the second round – not the easiest task!

Your opponent also uses Mind Blast in the third round which causes Confuse. Incidentally, you can use Dispel to lift the effects of Regen without altering a character's Zombie status. If you have already mastered the Holy spell, now is the time to use it (Fig. 15).

After defeating Yunalesca, take a look at the back of the battlefield: you'll find a chest containing the Sun Crest (Fig. 16) once you've climbed up and down the stairs. There is only one way out: take the stairs in the front. If you want the Airship to pick you up, just leave the Dome.

13

14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AIRSHIP

A BETTER WAY TO FLY

If you've been keeping up with your blitzball, you can now recruit Wakka to your team. Just address him on the bridge at any point from now on using ⊡. Outside you'll find Rin selling goods at very good prices.

Follow Yuna to the Cabin at the other end of the Airship and have a word with her. Return to the bridge after Kimahri joins you and chat with Cid (Fig. 1). Select Highbridge as your next destination. Approach the guards and request an audience with Maester Mika; after an eventful sequence, you'll return on board. Have a word with Cid in order to select your next destination: Sin!

Let's assume that you want get to grips with Sin immediately. You'll find abilities such as Doublecast, Quick Hit and Auto-Life useful for dealing with the forthcoming challenges, but they can only be attained by unlocking new areas on the Sphere Grid using Lv. 4 Key Spheres. However, you may be able to make do without these powerful abilities. After selecting Sin, you'll have to leave the Airship via the upper deck, as you did in the battle against Evrae.

RIN

Weapons	Gil	Abilities
Variable Steel	75750	Strength +10%, (3)
Malleable Staff	75750	Magic +10%, (3)
All-Rounder	75750	Strength +10%, (3)
Morphing Mog	75750	Magic +10%, (3)
Shapeshifter	37875	Piercing, Strength +10%, (2)
Shiranui	37875	Piercing, Strength +10%, (2)
Flexible Arm	75750	Strength +10%, (3)
Tetra Shield	15750	HP +10%, (3)
Tetra Ring	15750	HP +10%, (3)
Tetra Armguard	15750	HP +10%, (3)
Tetra Bangle	15750	HP +10%, (3)
Tetra Armlet	15750	HP +10%, (3)
Tetra Bracer	15750	HP +10%, (3)
Tetra Targe	15750	HP +10%, (3)

Items	Gil
Potion	50
Hi-Potion	500
Al Bhed Potion	1000
Holy Water	300
Phoenix Down	100
Remedy	1500
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Power Distiller	100
Mana Distiller	100
Speed Distiller	100
Ability Distiller	100
Grenade	300

TIPS

Captain Cid will give you a few options from now on. You can head for any of the locations shown on the List or you can use Input to enter passwords allowing you to access secret locations (Fig. 2). You can also use Search to examine your map for hidden areas; you'll find a complete list in the Secrets chapter. When on the ground, just go to any Save Sphere if you want to be teleported back to the Airship.

You can now look for the remaining aeons or Celestial Weapons in both familiar and hidden locations. You can also capture fiends for the Monster Arena, complete the remaining mini-games, visit the legendary Omega Ruins (Fig. 3) and much, much more. You'll find all your options in the Secrets chapter.

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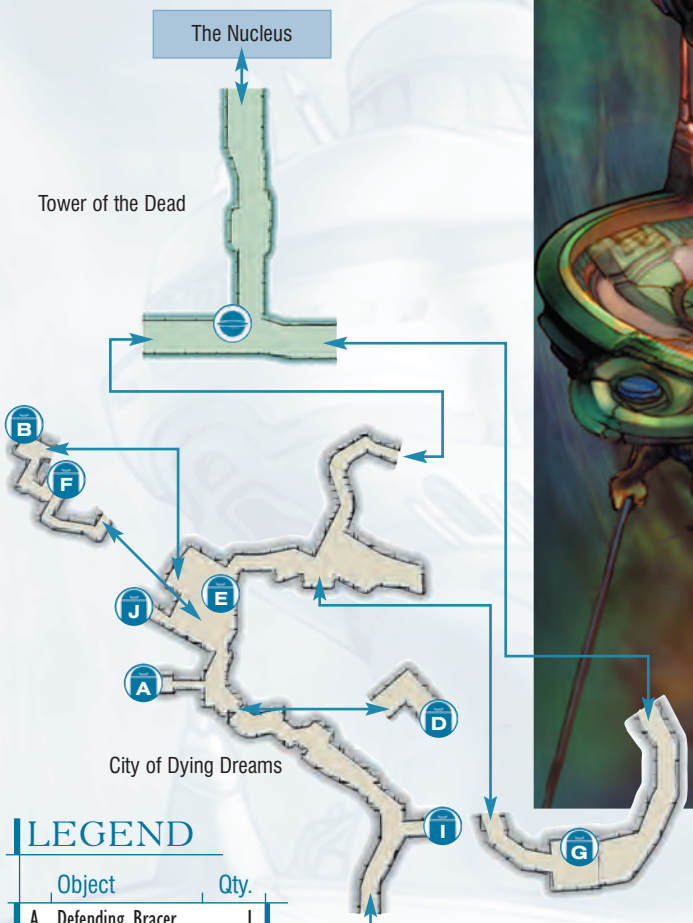
Sin



LEGEND

	Object	Qty.
A	Defending Bracer	1
B	Defence Sphere	1
C	Elixir	1
D	Four-on-One	1
E	Gil	20000
F	HP Sphere	1
G	Laevatein	1
H	Lv. 3 Key Sphere	1
I	Lv. 4 Key Sphere	1
J	Megalixir	1
K	Phantom Ring	1
L	Special Sphere	1
M	Wizard Lance	1

Near Airship

MONSTERS

Name	HP	AP	Steal
Ahriman	2800	2200	Musk x2 / x3
Exoray	7400	2400	Silence Grenade x3 / Ether
Sinspawn Genais	20000	1800	Star Curtain / Shining Gem
Wraith	22222	3100	Farplane Shadow / Farplane Wind
Gemini*	36000	7800	Light Curtain x1/ x2
• Sin (Core)	36000	18000	Stamina Spring x3 / x4
Demonolith	45000	11000	Petrify Grenade x2
Adamantoise	54400	12500	Healing Water / Stamina Tablet
Varuna	56000	19500	Farplane Wind / Shining Gem
Great Malboro	64000	21000	Remedy / Mana Tonic
• Sin – Left Fin	65000	16000	Mega-Potion / Supreme Gem
• Sin – Right Fin	65000	17000	X-Potion / Shining Gem
Behemoth King	67500	16800	Healing Spring / Twin Stars x2
Land Worm	80000	22000	Stamina Spring
• Seymour Omnis	80000	24000	Shining Gem / Supreme Gem
Barbatos	95000	17500	Star Curtain / Blessed Gem
• Sin	140000	20000	Ether / Supreme Gem

* Gemini always appears as a pair. One absorbs Fire and Lightning, while the other absorbs Water and Ice.

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LEFT FIN

HP: 65000	AP: 16000
Steal: Mega-Potion / Supreme Gem	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

RIGHT FIN

HP: 65000	AP: 17000
Steal: X-Potion / Shining Gem	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

STRATEGY

Take on Sin's left and right Fins one after the other; there's no strategic difference between the battles. Both Fins have a high degree of resistance against physical attacks and magic, so you'll find Mental Break and Armour Break useful (Fig. 1). Sin occasionally uses Negation to increase this resistance, so Auron should make regular use of these techniques. Don't forget to use Hastega! You can also use Shell to protect your fighters. If any of your party has them, attack with Doublecast and Flare, or with Ultima.

Tidus and Rikku can take care of navigational matters, making sure that Cid moves the Airship towards or away from Sin.

You'll have no option but to move the Airship away once your opponent gathers energy for his Gravija attack. Make regular use of close-range Breaks, and have Wakka and Lulu use long-range attacks (Fig. 2). You'll also find Cheer useful during long-range combat. Remember that you'll have to face another battle as soon as you've dealt with the two Fins, so don't use up all your Overdrives just yet.

01

02

STRATEGY

Any magic directed against Sin's core will be absorbed by his Sinspawn Genais, so tackle the latter first (Fig. 3). Use Haste on your party while inflicting Slow on the Sinspawn and remember that he's vulnerable to Fire. Once his HP drop below 50% he'll retreat into his shell, use all means at your disposal to inflict maximum damage before your opponent retreats. You can use Silence to prevent the Sinspawn using Cura. Once he withdraws into his shell, be warned: he's preparing to use Gravija; use an aeon's Shield command to bear the brunt of this attack.

Use Armour Break and Mental Break to weaken the core, then follow up with your strongest attack (Fig. 4). If the attack in question is Holy, Flare or Ultima, you may find it helpful for other characters to use Copycat. If Yuna is busy with attack spells, Rikku can use Al Bhed Potions to heal your party if they've been poisoned by Sin. You'll make a brief return to the Airship after battle, enabling you to switch your weapons and armour before confronting a furious Sin.

SIN (CORE)

HP: 36000	AP: 18000
Steal: Stamina Spring x3 / x4	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

03

04

SINSPAWN GENAIS

HP: 20000	AP: 1800
Steal: Star Curtain / Shining Gem	
Weaknesses: Slow	
Elemental characteristics:	
Fire:	Damage x 1.5
Lightning:	-
Water:	Absorbs
Ice:	-

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STRATEGY

You have no choice but to defeat Sin before his Overdrive gauge is full, otherwise he'll employ an attack which is impossible to defend against, thus leading to immediate defeat. You'll therefore have to attack as quickly as possible; Haste is absolutely vital, and some protection against Petrification would also come in handy. Sin may occasionally also use Confuse and Zombie.

Close combat will only become possible once Sin has moved towards you twice. Use the time to cast Haste and execute other defensive actions (Fig. 5). Once you're close enough, make use of Armour Break, Mental Break and Quick Hit. The aeons are of little use since their Overdrives entail long recovery phases. Only use Bahamut's Mega Flare right at the end (Fig. 6), once you're certain that it will put an end to Sin once and for all. Acts of desperation such as Self Destruct or Spare Change (100,000 Gil will inflict 9,999 HP damage) may also work: desperate times call for desperate measures!

SIN (HEAD)

HP: 140000	AP: 20000
Steal: Ether / Supreme Gem	
Weaknesses: -	
Elemental characteristics:	
Fire:	-
Lightning:	-
Water:	-
Ice:	-

05

06

SEA OF SORROW

You can access the Airship from the next Save Sphere: don't worry, you can return here at any time. If you want to finish your adventure right now, you'd better be prepared to face some formidable opponents whose colleagues across the Sea of Sorrow are even more dangerous! But it's not all bad news: Kimahri can learn Doom (from the Wraith), Bad Breath (from the Great Malboro) and Mighty Guard (from the Behemoth King). Incidentally, the Behemoth King is a very poor loser, letting loose a Meteor as his parting shot. You can try and minimise the massive damage by having one or two characters defend using Ⓐ. You may have to summon an aeon shortly before the end; however you shouldn't have any problem if you've mastered Auto-Life.

This is no ordinary battlefield: unfortunately, the game map only shows where you've already been; it might help to consult the map on page 130. There are a few treasure chests above the small waterfall (Fig. 7), but these can only be reached via a detour from the other side. You'll find five chests containing an Elixir, a Lv. 3 Key Sphere, a Phantom Ring, a Special Sphere and a Wizard Lance. Yet another trial of strength awaits you in the next section ...

07

TIPS

You'd be well advised to keep the fighting close to Save Spheres... just in case! If your characters are not as strong as they could be, remember: there's no shame in fleeing and living to fight another day! It is recommended that you place your fastest character (generally Rikku) in the active team and keep Tidus in reserve; this will enable him to enter battle at any point, thus allowing you to select Flee. After each battle, you can then go to the main menu and change the Formation back again. Even if you're having trouble with "normal" opponents in this area, you should still be able to defeat the upcoming boss monsters.

SEYMOUR OMNIS

HP: 80000	AP: 24000
Steal: Shining Gem / Supreme Gem	
Weaknesses: -	
Elemental characteristics:	
Fire:	variable
Lightning:	variable
Water:	variable
Ice:	variable

STRATEGY

Behind Seymour, you'll see four disks with different coloured spheres: these are known as Mortiphasms (Fig. 8). Purple indicates Ice, red Fire, green Lightning and blue Water. Seymour Omnis always uses four spells in sequence: the spells in question are determined by the coloured spheres. For example, if there are only red spheres pointing towards Seymour, he'll use Firaga four times. Equip your party with armour offering protection against the various elements.

The disks also determine your opponent's weakness: this will always be the opposite of the element with which he's attacking. If one of your party has mastered Doublecast, you're already a step ahead of the game. You should also use Hastega, Armour Break, Mental Break and Nul spells. Unfortunately, these don't offer complete protection since four spells are cast during each round. Once Seymour has been attacked six times, he'll use Dispel first, followed by Ultima (Fig. 9). There's no way of reducing the damage inflicted by Ultima: you'll simply have to grit your teeth and take around 4,000 damage points. The discs will then rotate so that four differently coloured spheres are pointing towards Seymour.

The spells will be particularly strong if each of the four spheres has the same colour. If a disc is attacked, it will rotate, with the result that Seymour now casts different elemental spells. And – to make matters worse – Seymour will once again banish all your aeons almost immediately.

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CITY OF DYING DREAMS

From now on, you'll find your opponents even more dangerous... and they have frighteningly high degrees of immunity to just about everything you can throw at them! To the North of the Save Sphere, you'll see a Glyph on the right-hand wall (Fig. 10). You'll have to defeat ten fiends in this area for the first wall to open. If you want to get your hands on a Lv. 4 Key Sphere, you'll have to defeat a total of 35 opponents here.

Your route then takes you to the North-West. Take a look around when the road turns back to the North: you'll see a symbol on the ground. If you stand on it for a moment, a platform will transport you to Wakka's Four-on-One weapon. A few metres further to the North, you'll have to press yourself against the West wall in order to retrieve the Defending Bracer behind it. A little further on, you'll see a ramp leading down to a chest containing 20,000 Gil (Fig. 11). A nearby platform will take you to a couple of chests containing a HP Sphere and a Defence Sphere. From there, a lift will take you down; touch the Glyph on the wall to obtain the nearby Megalixir.

Now you're almost at your destination. At the next junction, keep an eye out for a little niche in the South wall (Fig. 12). You'll see a small building which you can enter from the South. You'll slither down a ramp, landing close to a chest containing Laevatein. Now all you have to do is climb back up the wall to the North-East and make your way to the final Save Sphere. You can now choose whether to take advantage of the Save Sphere and return to the Airship... or whether to face the final challenge!

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TOWER OF THE DEAD

After entering the tower, you'll have to collect ten items. Your surroundings are rather surreal, with constantly changing perspectives; no wonder you feel disoriented! Coloured crystals appear for just a few seconds at a time: you'll have to touch them to obtain the coveted objects (Fig. 13). Try to avoid the icicles constantly sprouting from the ground; if you touch one of them, you'll have to battle monsters. (You can spot the icicles by a white light which flares briefly on the ground before they emerge.) Your best bet is to keep moving; you'll automatically be taken to the next area after touching the tenth and final crystal. The ten objects are as follows: Prism Ball, Stillblade, Mage's Staff, White Magic Sphere, Wicked Cait Sith, Hrunting, Skill Sphere, Knight Lance, Infinity, and Attribute Sphere. Now just pay a quick visit to the Sphere Grid before approaching the creature lurking menacingly in the background.

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BRASKA'S FINAL AEON		YU PAGODA	
HP: 60000, 120000	AP: -	HP: 5000 (increases after each time destroyed)	AP: -
Steal: Turbo Ether / Elixir		Steal: -	Weaknesses: -
Weaknesses: -		Elemental characteristics:	
Elemental characteristics:		Fire:	-
Fire:	-	Lightning:	-
Lightning:	-	Water:	-
Water:	-	Ice:	-
Ice:	-		

STRATEGY

To the left and right of your main opponent you'll see two pillars hovering in mid-air (Fig. 14). They recharge the Overdrive gauge of Braska's Final Aeon, and regularly boost his HP by 1,500 points. If you do manage to destroy these pillars, they'll re-appear a few rounds later. Each has 5,000 HP to start off with, but this increases after each reappearance. Things could get nasty if you destroy just one of the pillars: the remaining one will attack using Osmose and any number of unpleasant status effects.

Although your opponent is already pretty formidable during the first half, you should keep your aeons in reserve for the second round. You'll have no choice but to use Haste, Protect and Regen... and you could do with some protection against Petrification. Tidus can reduce the Overdrive gauge of Braska's Final Aeon by using his Talk Trigger Command. Unfortunately, this only works twice, so wait until the second half, when the Overdrive attack will be even more devastating.

The Jecht Shot will 'zombify' you. Depending on your Defence, your opponent's normal attacks could cost you 2,000 HP or more (Fig. 15). It would help if Rikku could mix something useful such as a Mega Vitality or Hyper Vitalty which can be used to double the maximum HP of all three characters! And even just mixing two Hi-Potions will double one character's maximum HP.

Braska's Final Aeon is vulnerable to all Breaks as well as status effects such as Zombie. Unfortunately, the pesky pillars will lift these effects almost immediately. Your precise battle strategy will depend largely on how you've developed your characters. All you can do is experiment to see which attack inflicts the greatest damage, checking to see when each character will have his or her next turn. Yuna or Rikku could find Holy quite successful (Fig. 16). Lulu's Flare or Ultima (especially when Doublecast) could also prove pretty effective.

If Yuna is one of your most powerful fighters, the rest of your team should concentrate on using items to keep healing their comrades – not forgetting to resuscitate any KO'd characters. Remember that using an item takes a little less time than using a spell. Of course, that doesn't mean that your fighters are condemned to be mere spectators; in fact, Wakka may inflict the greatest damage with one of his Attacks – Attack Reels being particularly effective.

Your opponent will draw a mighty sword after the first round. Although his attack methods remain the same, they inflict rather more damage this time. Once his HP falls below 60,000, he'll unleash the Ultimate Jecht Shot (Fig. 17). This formidable Overdrive will hit all characters, inflicting up to 5,000 damage points.

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As in the first half of the battle, you'll find Haste, Protect and Regen vital, as well as anything else that maintains HP levels. You'll find matters a lot simpler if you've mastered Auto-Life and if you happen to have armour with 1 MP Cost.

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THE FINAL BOSS

You won't be able to save your game again after defeating Braska's Final Aeon – but you really have nothing to lose. From now on, all your heroes enjoy the protection of Auto-Life... so you can fight as you please!

Your first task is to defeat all the aeons gathered during the course of your adventure (Fig. 18). Then prepare for the final boss - and this really is your last opponent (Fig. 19). Success will be even quicker if you turn the creature into a Zombie and then use Life or a Phoenix Down.

Victory does not mean the end of your voyage of discovery! Take a look at the Secrets chapter to see what's waiting for you...

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items

ITEMS

If an opponent is proving difficult to beat or if you find yourself on the losing end of too many battles, it may have something to do with your party's current equipment. This chapter's intention is to provide you with an overview of the strengths and abilities of all weapons, pieces of armour and other items. The location references to pages in the Walkthrough and Secrets chapters will help you quickly track down the items that you desire in the game.

THE CHARACTERS' EQUIPMENT

The name of a weapon or piece of armour will often depend on the item's abilities. Since you can change those abilities, a weapon's name is also subject to constant change. This sounds complicated, but it's based on a principle that can best be described as a 'system of priorities'.

Each Auto Ability or combination is assigned a pre-determined priority. Your characters' ultimate weapons - the rare Celestial Weapons - are ranked highest and thus have 'priority no. 1'. The lowest priority (66 to 68) is assigned to those weapons which form your characters' basic equipment, such as Longswords, Staffs or Moogles. Take a look at the tables on the following pages to see the weapons in between. All you have to remember is that the weapon takes its name from the ability or combination with the highest priority. Once the weapon's abilities change, its name may also change depending on the priority in question. The above also applies to armour.
Numbers highlighted in red refer to the maps in the Walkthrough where you can find the appropriate weapon or piece of armour. All other numbers refer to shops within the Walkthrough or the Secrets chapter. Weapons or armour without a page reference cannot be bought or found; they can only be obtained by winning battles against monsters.

Example 1: Tidus has the weapon "Hrunting" with the ability SOS Overdrive (Priority 14). This weapon is then assigned the additional ability Triple AP (Priority 11), thus changing the name of the weapon to Durandal.

Example 2: Tidus has the weapon Ambitious with the ability Overdrive > AP (Priority 13). The weapon is then assigned the additional ability Triple Overdrive (Priority 9). The combination of the two abilities is ranked as Priority 7, and the sword is renamed Balmung.

Take a look at page 8 of the How to Play chapter to see how you can assign the different abilities to the maximum of four slots offered by an item of equipment. You'll find a list of all Auto Abilities together with their effects on pages 144-145.

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TIDUS' EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Caladbolg	(Special: Celestial Weapon)	214
2	Brotherhood	(Special: presented by Wakka)	59
3	Taming Sword	Capture	120
4	Crystal Sword	Four elemental "...Strike"	
5	Excalibur	Break Damage Limit	
6	Ragnarok	Triple AP, Overdrive > AP and Triple Overdrive	
7	Balmung	Overdrive > AP and Triple Overdrive	
8	Save the Queen	Double AP and Double Overdrive	
9	Heartbreaker	Triple Overdrive	
10	Lionheart	Double Overdrive	
11	Durandal	Triple AP	
12	Ascalon	Double AP	
13	Ambitious	Overdrive > AP	
14	Hrunting	SOS Overdrive	133
15	Astral Sword	One MP Cost	
16	Apocalypse	Any four "...Strike" for status effects (except Zombiestrike)	
17	Master Sword	Any four Strength +...%	
18	Runemaster	Any four Magic +...%	
19	Warlock	Magic Booster and any three Magic +...%	
20	Arc Sword	Half MP Cost	
21	Gilventure	Gillionaire	
22	Tri-Steel	Any three elemental "...Strike"	
23	Helter-Skelter	Any three "...Strike" for status effects (except Zombiestrike)	
24	Vendetta	Magic Counter, as well as Counter-Attack or Evade & Counter	
25	Avenger	Counter-Attack or Evade & Counter	83, 99, 114
26	Prism Steel	Magic Counter	
27	Mirage Sword	Magic Booster	
28	Lifesaver	Alchemy	
29	Sonic Steel	First Strike	98, 100
30	Vigilante	Initiative	
31	Dance Macabre	Deathstrike	
32	Largamente	Slowstrike	
33	Gravestone	Stonestrike	
34	Sidewinder	Poisonstrike	
35	Nightmare	Sleepstrike	
36	Mage Masher	Silencestrike	
37	Nightbringer	Darkstrike	
38	Knight Sword	Any three Strength +...%	
39	Wizard Sword	Any three Magic +...%	
40	Double-Edge	Any two elemental "...Strike"	91, 94, 123
41	Razzmatazz	Any two "...Touch" (except Zombietouch)	
42	Deathbringer	Deathtouch	
43	Stunning Steel	Slowtouch	74
44	Basilisk Steel	Stonetouch	
45	Poison Steel	Poisontouch	
46	Lullaby Steel	Sleeptouch	
47	Muted Steel	Silencetouch	
48	Twilight Steel	Darktouch	
49	Hunter's Sword	Sensor	65, 91
50	Flametongue	Firestrike	91
51	Ice Brand	Icestrike	77, 82
52	Lightning Steel	Lightningstrike	
53	Liquid Steel	Waterstrike	
54	P-Steel	Distil Power	
55	M-Steel	Distil Mana	
56	S-Steel	Distil Speed	
57	A-Steel	Distil Ability	
58	Variable Steel	Four Ability Slots	85, 129
59	Force Sabre	Strength +...% and Magic +...%	
60	Baroque Sword	Two or three Ability Slots	94, 97, 100, 110, 119, 122
61	Sorcery Sword	Magic +10% or Magic +20%	
62	Soldier's Sword	Strength +10% or Strength +20%	
63	Rune Steel	Magic +5%	
64	Enchanted Sword	Magic +3%	
65	Fencing Sabre	Strength +5%	86
66	Warrior's Sword	Strength +3%	60, 75, 79
67	Slasher	Piercing	
68	Longsword	Zero Ability Slots	45, 100

Priority	Armour	Ability / characteristic	Page
1	Endless Road	Break HP Limit and Break MP Limit	
2	Sanctuary	Ribbon	
3	Genji Shield	Break HP Limit	
4	Emblem	Break MP Limit	
5	Crystal Shield	Four "... Eater"	
6	Aegis Shield	Four elemental "...Proof"	
7	Golem Shield	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Revive Shield	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Rescue Shield	Auto-Potion and Auto-Med	
10	Paladin Shield	Any four "...Proof" (for status effects)	
11	Diamond Shield	Any four Defence +...%	
12	Ruby Shield	Any four Magic Def+...%	
13	Dynasty Shield	Any four HP +...%	
14	Magister Shield	Any four MP +...%	
15	Collector's Shield	Master Thief	
16	Treasure Shield	Pickpocket	
17	Shield of Hope	HP Stroll and MP Stroll	
18	Assault Shield	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Shield	Any three "... Eater"	
20	Recovery Shield	HP Stroll	
21	Spiritual Shield	MP Stroll	
22	Phoenix Shield	Auto-Phoenix	
23	Curative Shield	Auto-Med	
24	Rainbow Shield	Four elemental "SOS Nul..."	
25	Shining Shield	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Faerie Shield	Any three "...Proof" (for status effects)	
27	Peaceful Shield	No Encounters	
28	Shaman Shield	Auto-Potion	
29	Barrier Shield	Any three elemental "...Proof"	
30	Star Shield	Any three "SOS ..."	
31	Marching Shield	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Shield	Any two "SOS ..."	
33	Regen Shield	Auto-Regen or SOS Regen	
34	Haste Shield	Auto-Haste or SOS Haste	
35	Reflect Shield	Auto-Reflect or SOS Reflect	
36	Shell Shield	Auto-Shell or SOS Shell	
37	Protect Shield	Auto-Protect or SOS Protect	
38	Platinum Shield	Any three Defence +...%	
39	Sapphire Shield	Any three Magic Def+...%	
40	Knight's Shield	Any three HP +...%	
41	Wizard Shield	Any three MP +...%	
42	Elemental Shield	Any two "... Eater" or elemental "...Proof" - the elements of Eater and Proof must differ	
43	Defending Shield	Any two "...Proof" (for status effects)	
44	Crimson Shield	Fire Eater	
45	Snow Shield	Ice Eater	
46	Ochre Shield	Lightning Eater	
47	Cerulean Shield	Water Eater	
48	Medical Shield	Curseproof	
49	Lucid Shield	Confuseproof or Confuse Ward	
50	Serene Shield	Berserkproof or Berserk Ward	
51	Light Shield	Slowproof or Slow Ward	
52	Soul Shield	Deathproof or Death Ward	
53	Blessed Shield	Zombieproof or Zombie Ward	
54	Soft Shield	Stoneproof or Stone Ward	
55	Serum Shield	Poisonproof or Poison Ward	91
56	Alert Shield	Sleepproof or Sleep Ward	
57	Echo Shield	Silenceproof or Silence Ward	
58	Bright Shield	Darkproof or Dark Ward	91
59	Red Shield	Fire Ward or Fireproof	
60	White Shield	Ice Ward or Iceproof	
61	Yellow Shield	Lightning Ward or Lightningproof	94, 95, 97
62	Blue Shield	Water Ward or Waterproof	
63	NulTide Shield	SOS NulTide	
64	NulBlaze Shield	SOS NulBlaze	65
65	NulShock Shield	SOS NulShock	
66	NulFrost Shield	SOS NulFrost	
67	Adept's Shield	Any two HP +...% and any two MP +...%	
68	Tetra Shield	Four Ability Slots	123, 129
69	Mythril Shield	Defence +...% and Magic Def +...%	
70	Gold Shield	Any two Defence +...%	
71	Emerald Shield	Any two Magic Def+...%	
72	Soldier's Shield	Any two HP +...%	
73	Mage's Shield	Any two MP +...%	
74	Silver Shield	Defence +10% or Defence +20%	
75	Onyx Shield	Magic Def +10% or Magic Def +20%	
76	Sorcery Shield	MP +20% or MP +30%	
77	Warrior's Shield	HP +20% or HP +30%	
78	Glorious Shield	Three Ability Slots	122
79	Metal Shield	Defence +3% or Defence +5%	75, 82 ,86
80	Pearl Shield	Magic Def+3% or Magic Def+5%	79
81	Magic Shield	MP +5% or MP +10%	
82	Seeker's Shield	HP +5% or HP +10%	60, 65, 100, 110, 119
83	Shield	Two Ability Slots	
84	Buckler	One Ability Slot	119

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YUNA'S EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Nirvana	(Special: Celestial Weapon)	214
2	Herding Staff	Capture	120
3	Arc Arcana	Four elemental "...Strike"	
4	Abraxas	Break Damage Limit	
5	Heavenly Axis	Triple AP, Overdrive > AP and Triple Overdrive	
6	Judgement	Overdrive > AP and Triple Overdrive	
7	Seraphim Rod	Double AP and Double Overdrive	
8	Rod of Roses	Triple Overdrive	
9	Nimbus Rod	Double Overdrive	
10	Wonder Wing	Triple AP	
11	Wing Wand	Double AP	
12	Wonder Wand	Overdrive > AP	
13	Laevatein	SOS Overdrive	130
14	Astral Rod	One MP Cost	
15	Chaos Rod	Any four "...Strike" for status effects (except Zombiestrike)	
16	Power Staff	Any four Strength +...%	
17	Shining Staff	Any four Magic +...%	
18	Faerie Staff	Magic Booster and any three Magic +...%	
19	Magistral Rod	Half MP Cost	
20	El Dorado	Gillionaire	
21	Tri-Rod	Any three elemental "...Strike"	
22	Wicked Wand	Any three "...Strike" for status effects (except Zombiestrike)	
23	Nemesis Rod	Magic Counter, as well as Counter-Attack or Evade & Counter	
24	Defender	Counter-Attack or Evade & Counter	
25	Prism Rod	Magic Counter	
26	Mirage Rod	Magic Booster	
27	Healing Rod	Alchemy	
28	Wind Rod	First Strike	
29	Conductor	Initiative	123
30	Punisher	Deathstrike	
31	Impasse	Slowstrike	
32	Calcite Staff	Stonestrike	
33	Bizarre Staff	Poisonstrike	
34	Staff of Thorns	Sleepstrike	
35	Reticent Staff	Silencestrike	
36	Darkness Staff	Darkstrike	
37	Monk Staff	Any three Strength +...%	
38	Mage's Staff	Any three Magic +...%	133
39	Dual Rod	Any two elemental "...Strike"	
40	Ominous Rod	Any two "...Touch" (except Zombietouch)	
41	Death Wand	Deathtouch	
42	Entangling Rod	Slowtouch	
43	Break Rod	Stonetouch	
44	Beladonna Wand	Poisontouch	94
45	Lullaby Rod	Sleeptouch	
46	Rod of Silence	Silencetouch	
47	Rod of Darkness	Darktouch	89, 98
48	Rod of Wisdom	Sensor	57, 65, 82
49	Rod of Fire	Firestrike	
50	Rod of Ice	Icestrike	
51	Rod of Lightning	Lightningstrike	
52	Rod of Water	Waterstrike	
53	P-Staff	Distil Power	
54	M-Staff	Distil Mana	
55	S-Staff	Distil Speed	
56	A-Staff	Distil Ability	
57	Malleable Staff	Four Ability Slots	119, 129
58	Force Rod	Strength +...% and Magic +...%	
59	Ductile Rod	Two or three Ability Slots	94, 97, 100 ,110 ,119,
60	Sorcery Rod	Magic +10% or Magic +20%	122
61	Full Metal Rod	Strength +10% or Strength +20%	
62	Rune Rod	Magic +5%	
63	Enchanted Rod	Magic +3%	86
64	Rod of Striking	Strength +5%	60, 75 ,79
65	Rod of Beating	Strength +3%	
66	Spiked Rod	Piercing	
67	Staff	One Ability Slot	

Priority	Armour	Ability / characteristic	Page
1	Solomon Ring	Break HP Limit and Break MP Limit	
2	Holy Ring	Ribbon	
3	Arcane Ring	Break HP Limit	
4	Mythical Ring	Break MP Limit	
5	Sophia Ring	Four "... Eater"	
6	Aegis Ring	four elemental "...Proof"	
7	Sheltering Ring	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Saviour Ring	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Healing Ring	Auto-Potion and Auto-Med	
10	Forbidding Ring	Any four "... Proof" (for status effects)	
11	Diamond Ring	Any four Defence +...%	
12	Ruby Ring	Any four Magic Def+...%	
13	Fortitude Ring	Any four HP +...%	
14	Magical Ring	Any four MP +...%	
15	Collector Ring	Master Thief	
16	Treasure Ring	Pickpocket	
17	Ring of Hope	HP Stroll and MP Stroll	
18	Assault Ring	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Ring	Any three "... Eater"	130
20	Recovery Ring	HP Stroll	124
21	Spiritual Ring	MP Stroll	
22	Phoenix Ring	Auto-Phoenix	
23	Curative Ring	Auto-Med	
24	Rainbow Ring	Four elemental "SOS Nul..."	
25	Shining Ring	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Faerie Ring	Any three "...Proof" (for status effects)	
27	Peaceful Ring	No Encounters	
28	Shaman Ring	Auto-Potion	
29	Barrier Ring	Any three elemental "...Proof"	
30	Star Ring	Any three "SOS ..."	
31	Marching Ring	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Ring	Any two "SOS ..."	
33	Regen Ring	Auto-Regen or SOS Regen	
34	Haste Ring	Auto-Haste or SOS Haste	
35	Reflect Ring	Auto-Reflect or SOS Reflect	
36	Shell Ring	Auto-Shell or SOS Shell	
37	Protect Ring	Auto-Protect or SOS Protect	
38	Platinum Ring	Any three Defence +...%	
39	Sapphire Ring	Any three Magic Def+...%	
40	Power Ring	Any three HP +...%	
41	Wizard Ring	Any three MP +...%	
42	Elemental Ring	Any two "... Eater" or elemental "...Proof" - the elements of Eater and Proof must differ	
43	Defending Ring	Any two "...Proof" (for status effects)	
44	Crimson Ring	Fire Eater	
45	Snow Ring	Ice Eater	
46	Ochre Ring	Lightning Eater	
47	Cerulean Ring	Water Eater	
48	Medical Ring	Curseproof	
49	Lucid Ring	Confuseproof or Confuse Ward	114, 117
50	Serene Ring	Berserkproof or Berserk Ward	
51	Light Ring	Slowproof or Slow Ward	
52	Soul Ring	Deathproof or Death Ward	
53	Blessed Ring	Zombieproof or Zombie Ward	123
54	Soft Ring	Stoneproof or Stone Ward	85
55	Serum Ring	Poisonproof or Poison Ward	89, 100
56	Alert Ring	Sleepproof or Sleep Ward	
57	Echo Ring	Silenceproof or Silence Ward	
58	Bright Ring	Darkproof or Dark Ward	
59	Red Ring	Fire Ward or Fireproof	77, 83
60	White Ring	Ice Ward or Iceproof	
61	Yellow Ring	Lightning Ward or Lightningproof	94, 97
62	Blue Ring	Water Ward or Waterproof	
63	NulTide Ring	SOS NulTide	91
64	NulBlaze Ring	SOS NulBlaze	
65	NulShock Ring	SOS NulShock	
66	NulFrost Ring	SOS NulFrost	
67	Adept's Ring	Any two HP +...% and any two MP +...%	
68	Tetra Ring	Four Ability Slots	
69	Mythril Ring	Defence +...% and Magic Def+...%	91
70	Gold Ring	Any two Defence +...%	
71	Emerald Ring	Any two Magic Def+...%	
72	Soldier's Ring	Any two HP +...%	
73	Mage's Ring	Any two MP +...%	
74	Silver Ring	Defence +10% or Defence +20%	
75	Onyx Ring	Magic Def +10% or Magic Def +20%	
76	Sorcery Ring	MP +20% or MP +30%	
77	Tough Ring	HP +20% or HP +30%	
78	Glorious Ring	Three Ability Slots	
79	Metal Ring	Defence +3% or Defence +5%	122
80	Pearl Ring	Magic Def+3% or Magic Def+5%	75, 86
81	Magic Ring	MP +5% or MP +10%	79, 83
82	Seeker's Ring	HP +5% or HP +10%	74, 82
83	Wide Ring	Two Ability Slots	58, 60, 65, 100, 110, 119
84	Ring	One Ability Slot	

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LULU'S EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Onion Knight	(Special: Celestial Weapon)	215
2	Trapper Mog	Capture	120
3	Moomba Quartet	Four elemental "...Strike"	
4	Soul of Mog	Break Damage Limit	
5	Space Soul	Triple AP and Overdrive > AP and Triple Overdrive	
6	Space Master	Overdrive > AP and Triple Overdrive	
7	Space King	Double AP and Double Overdrive	
8	Space Force	Triple Overdrive	
9	Space Energy	Double Overdrive	
10	Comet Cactuar	Triple AP	
11	Star Cactuar	Double AP	
12	Lord Cactuar	Overdrive > AP	
13	Space Power	SOS Overdrive	
14	Magical Cactuar	One MP Cost	
15	Chaotic Cait Sith	Any four "...Strike" for status effects (except Zombiestrike)	
16	Space Warrior	Any four Strength +...%	
17	Space Mage	Any four Magic +...%	
18	Mana Mog	Magic Booster and any three Magic +...%	
19	Cactuar Wizard	Half MP Cost	
20	Space Bandit	Gillionaire	
21	Moomba Trio	Any three elemental "...Strike"	
22	Abaddon Cait Sith	Any three "...Strike" for status effects (except Zombiestrike)	
23	Vengeful Cactuar	Magic Counter, as well as Counter-Attack or Evade & Counter	
24	Raging Cactuar	Counter-Attack or Evade & Counter	
25	Prism Cactuar	Magic Counter	
26	Booster Cactuar	Magic Booster	123
27	Medical Mog	Alchemy	
28	Swift Cactuar	First Strike	
29	Cactuar Spy	Initiative	
30	Wicked Cait Sith	Deathstrike	133
31	Chronos Cait Sith	Slowstrike	
32	Stone Cait Sith	Stonestrike	
33	Toxic Cait Sith	Poisonstrike	
34	Dreamy Cait Sith	Sleepstrike	
35	Mute Cait Sith	Silencestrike	
36	Dark Cait Sith	Darkstrike	
37	Power Mog	Any three Strength +...%	
38	Magician Mog	Any three Magic +...%	
39	Moomba Duo	Any two elemental "...Strike"	
40	Ominous Cait Sith	Any two "...Touch" (except Zombietouch)	
41	Fatal Cait Sith	Deathtouch	91, 94
42	Late Cait Sith	Slowtouch	
43	Fossil Cait Sith	Stonetouch	
44	Noxious Cait Sith	Poisontouch	91
45	Sleepy Cait Sith	Sleeptouch	97
46	Quiet Cait Sith	Silencetouch	
47	Blinding Cait Sith	Darktouch	
48	Cactuar Scope	Sensor	65
49	Fire Moomba	Firestrike	
50	Ice Moomba	Icestrike	
51	Thunder Moomba	Lightningstrike	
52	Water Moomba	Waterstrike	
53	P-Mog	Distil Power	
54	M-Mog	Distil Mana	
55	S-Mog	Distil Speed	
56	A-Mog	Distil Ability	
57	Morphing Mog	Four Ability Slots	129
58	Moomba Force	Strength +...% and Magic +...%	
59	Variable Mog	Two or three Ablity Slots	94, 97, 100, 110, 119, 122
60	Moomba Mage	Magic +10% or Magic +20%	
61	Moomba Warrior	Strength +10% or Strength +20%	
62	Rune Mog	Magic +5%	
63	Magical Mog	Magic +3%	60, 75, 79
64	Buster Mog	Strength +5%	
65	Attack Mog	Strength +3%	
66	Stinger Mog	Piercing	
67	Moogle	One Ability Slot	

Priority	Armour	Ability / characteristic	Page
1	Samantha Soul	Break HP Limit and Break MP Limit	
2	Eternity	Ribbon	
3	Minerva Bangle	Break HP Limit	
4	Mythical Bangle	Break MP Limit	
5	Draupnir	Four "... Eater"	
6	Aegis Bangle	Four elemental "...Proof"	
7	Precious Bangle	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Imperial Bangle	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Auto Bangle	Auto-Potion and Auto-Med	
10	Black Ribbon	Any four "...Proof" (for status effects)	
11	Diamond Bangle	Any four Defence +...%	
12	Ruby Bangle	Any four Magic Def+...%	
13	Queen's Bangle	Any four HP +...%	
14	Magister Bangle	Any four MP +...%	
15	Collector Bangle	Master Thief	
16	Treasure Bangle	Pickpocket	
17	Bangle of Hope	HP Stroll and MP Stroll	
18	Assault Bangle	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Bangle	Any three "... Eater"	
20	Recovery Bangle	HP Stroll	
21	Spiritual Bangle	MP Stroll	
22	Phoenix Bangle	Auto-Phoenix	
23	Curative Bangle	Auto-Med	
24	Rainbow Bangle	Four elemental "SOS Nul..."	
25	Shining Bangle	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Faerie Bangle	Any three "...Proof" (for status effects)	
27	Peaceful Bangle	No Encounters	
28	Shaman Bangle	Auto-Potion	
29	Barrier Bangle	Any three elemental "...Proof"	
30	Star Bangle	Any three "SOS ..."	
31	Marching Bangle	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Bangle	Any two "SOS ..."	
33	Regen Bangle	Auto-Regen or SOS Regen	
34	Haste Bangle	Auto-Haste or SOS Haste	
35	Reflect Bangle	Auto-Reflect or SOS Reflect	
36	Shell Bangle	Auto-Shell or SOS Shell	123
37	Protect Bangle	Auto-Protect or SOS Protect	
38	Platinum Bangle	Any three Defence +...%	
39	Sapphire Bangle	Any three Magic Def+...%	
40	Power Bangle	Any three HP +...%	
41	Wizard Bangle	Any three MP +...%	
42	Elemental Bangle	Any two "... Eater" or elemental "...Proof" - the elements of Eater and Proof must differ	
43	Saviour Bangle	Any two "... Proof" (for status effects)	
44	Crimson Bangle	Fire Eater	119
45	Snow Bangle	Ice Eater	
46	Ochre Bangle	Lightning Eater	
47	Cerulean Bangle	Water Eater	
48	Medical Bangle	Curseproof	
49	Lucid Bangle	Confuseproof or Confuse Ward	
50	Serene Bangle	Berserkproof or Berserk Ward	
51	Light Bangle	Slowproof or Slow Ward	
52	Soul Bangle	Deathproof or Death Ward	
53	Blessed Bangle	Zombieproof or Zombie Ward	
54	Soft Bangle	Stoneproof or Stone Ward	
55	Serum Bangle	Poisonproof or Poison Ward	
56	Alert Bangle	Sleepproof or Sleep Ward	
57	Echo Bangle	Silenceproof or Silence Ward	91, 100
58	Bright Bangle	Darkproof or Dark Ward	85
59	Red Bangle	Fire Ward or Fireproof	
60	White Bangle	Ice Ward or Iceproof	98
61	Yellow Bangle	Lightning Ward or Lightningproof	94, 97
62	Blue Bangle	Water Ward or Waterproof	83
63	NulTide Bangle	SOS NulTide	
64	NulBlaze Bangle	SOS NulBlaze	
65	NulShock Bangle	SOS NulShock	
66	NulFrost Bangle	SOS NulFrost	
67	Adept's Bangle	Any two HP +...% and any two MP +...%	
68	Tetra Bangle	Four Ability Slots	129
69	Mythril Bangle	Defence +...% and Magic Def+...%	
70	Gold Bangle	Any two Defence +...%	
71	Emerald Bangle	Any two Magic Def+...%	91
72	Vita Bangle	Any two HP +...%	
73	Mage Bangle	Any two MP +...%	
74	Silver Bangle	Defence +10% or Defence +20%	
75	Onyx Bangle	Magic Def +10% or Magic Def +20%	
76	Sorcery Bangle	MP +20% or MP +30%	
77	Tough Bangle	HP +20% or HP +30%	81
78	Glorious Bangle	Three Ability Slots	122
79	Metal Bangle	Defence +3% or Defence +5%	75, 86
80	Pearl Bangle	Magic Def+3% or Magic Def+5%	79
81	Magic Bangle	MP +5% or MP +10%	74, 82
82	Seeker's Bangle	HP +5% or HP +10%	60, 65, 100, 110, 119
83	Guardian Bangle	Two Ability Slots	
84	Bangle	One Ability Slot	

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WAKKA'S EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	World Champion	(Special: Celestial Weapon)	215
2	Catcher	Capture	120
3	Four-on-One	Four elemental "...Strike"	130
4	Grand Slam	Break Damage Limit	
5	Blowout	Triple AP and Overdrive > AP and Triple Overdrive	
6	Rout	Overdrive > AP and Triple Overdrive	
7	Tie Breaker	Double AP and Double Overdrive	
8	Winning Streak	Triple Overdrive	
9	Scoring Spree	Double Overdrive	
10	Triple Score	Triple AP	
11	Double Score	Double AP	
12	Rookie Star	Overdrive > AP	
13	Buzzerbeater	SOS Overdrive	
14	Overtime	One MP Cost	
15	Penalty Master	Any four "...Strike" for status sffects (except Zombiestrike)	
16	Ace Striker	Any four Strength +...%	
17	Ace Wizard	Any four Magic +...%	
18	Over the Top	Magic Booster and any three Magic +...%	
19	Halftime	Half MP Cost	
20	Free Agent	Gillionaire	
21	Tricolor	Any three elemental "...Strike"	
22	Triple Penalty	Any three "...Strike" for status effects (except Zombiestrike)	
23	Turnover	Magic Counter, as well as Counter-Attack or Evade & Counter	
24	Rematch	Counter-Attack or Evade & Counter	114
25	Prism Ball	Magic Counter	133
26	Mirage Ball	Magic Booster	
27	Comeback	Alchemy	
28	Breakaway	First Strike	
29	First Goal	Initiative	
30	Sudden Death	Deathstrike	
31	Timeout	Slowstrike	
32	Stone Cold	Stonestrike	
33	Violation	Poisonstrike	
34	Sleeper	Sleepstrike	
35	Muffler	Silencestrike	
36	Blackout	Darkstrike	
37	Power Play	Any three Strength +...%	
38	Virtuoso	Any three Magic +...%	
39	Double Header	Any two elemental "...Strike"	
40	Double Penalty	Any two "...Touch" (except Zombietouch)	123
41	Rough Play	Deathtouch	
42	Delay of Game	Slowtouch	
43	T. K. O.	Stonetouch	83
44	Rulebreaker	Poisontouch	74
45	Dream Team	Sleeptouch	
46	Noisebreaker	Silencetouch	
47	Blind Pass	Darktouch	94
48	Scout	Sensor	65, 65, 77
49	Fire Ball	Firestrike	
50	Ice Ball	Icestrike	91, 98
51	Thunder Ball	Lightningstrike	
52	Water Ball	Waterstrike	95
53	P-Ball	Distil Power	
54	M-Ball	Distil Mana	
55	S-Ball	Distil Speed	
56	A-Ball	Distil Ability	
57	All-Rounder	Four Ability Slots	129
58	Ovation	Strength +...% and Magic +...%	85, 91, 94, 97, 100, 110, 119, 122
59	Switch Hitter	Two or three Ability Slots	
60	Trickster	Magic +10% or Magic +20%	
61	Striker	Strength +10% or Strength +20%	
62	Rune Ball	Magic +5%	
63	Magic Ball	Magic +3%	
64	Hyper Ball	Strength +5%	86
65	Power Ball	Strength +3%	60,75,79
66	Centre Forward	Piercing	
67	Official Ball	One Ability Slot	

Priority	Armour	Ability / characteristic	Page
1	Indomitable	Break HP Limit and Break MP Limit	
2	Shoutout	Ribbon	
3	Super Goalie	Break HP Limit	
4	High Spirits	Break MP Limit	
5	Final Four	Four "... Eater"	
6	Great Four	Four elemental "...Proof"	
7	The Guardian	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Automatic	Auto-Potion, Auto-Med and Auto-Phoenix	
9	First Aid	Auto-Potion and Auto-Med	
10	Keeper	Any four "... Proof" (for status effects)	
11	Diamond Armguard	Any four Defence +...%	
12	Ruby Armguard	Any four Magic Def+...%	
13	Power Ace	Any four HP +...%	
14	Magic Ace	Any four MP +...%	
15	Best Play	Master Thief	
16	Great Play	Pickpocket	
17	Benchwarmer	HP Stroll and MP Stroll	
18	Triple Save	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Element Save	Any three "... Eater"	
20	Armsling	HP Stroll	
21	Spiritual Armguard	MP Stroll	
22	Miracle Comeback	Auto-Phoenix	
23	Top Shape	Auto-Med	
24	Miracle Save	Four elemental "SOS Nul..."	
25	Last-Ditch	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Triple Guard	Any three "... Proof" (for status effects)	
27	Off-Season	No Encounters	
28	Shaman Armguard	Auto-Potion	
29	Hat Trick	Any three elemental "...Proof"	
30	Pep Talk	Any three "SOS ..."	124
31	Auto Armguard	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Danger Armguard	Any two "SOS ..."	91
33	Second Wind	Auto-Regen or SOS Regen	
34	Fast Break	Auto-Haste or SOS Haste	
35	Reflect Armguard	Auto-Reflect or SOS Reflect	
36	Shell Armguard	Auto-Shell or SOS Shell	
37	Protect Armguard	Auto-Protect or SOS Protect	
38	Platinum Armguard	Any three Defence +...%	
39	Sapphire Armguard	Any three Magic Def+...%	
40	Power Armguard	Any three HP +...%	
41	Energy Armguard	Any three MP +...%	
42	Elemental Armguard	Any two "... Eater" or elemental "... Proof" - the elements of Eater and Proof must differ	
43	Low Risk	Any two "... Proof" (for status effects)	
44	Crimson Armguard	Fire Eater	
45	Snow Armguard	Ice Eater	
46	Ochre Armguard	Lightning Eater	
47	Cerulean Armguard	Water Eater	
48	Medical Armguard	Curseproof	
49	Lucid Armguard	Confuseproof or Confuse Ward	83
50	Serene Armguard	Berserkproof or Berserk Ward	
51	Light Armguard	Slowproof or Slow Ward	
52	Soul Armguard	Deathproof or Death Ward	
53	Blessed Armguard	Zombieproof or Zombie Ward	
54	Soft Armguard	Stoneproof or Stone Ward	91
55	Serum Armguard	Poisonproof or Poison Ward	
56	Alert Armguard	Sleepproof or Sleep Ward	
57	Echo Armguard	Silenceproof or Silence Ward	
58	Bright Armguard	Darkproof or Dark Ward	
59	Red Armguard	Fire Ward or Fireproof	
60	White Armguard	Ice Ward or Iceproof	119
61	Yellow Armguard	Lightning Ward or Lightningproof	94, 97
62	Blue Armguard	Water Ward or Waterproof	
63	NulTide Armguard	SOS NulTide	
64	NulBlaze Armguard	SOS NulBlaze	
65	NulShock Armguard	SOS NulShock	
66	NulFrost Armguard	SOS NulFrost	82
67	Adept's Armguard	Any two HP +...% and Any two MP +...%	
68	Tetra Armguard	Four Ability Slots	123, 129
69	Mythril Armguard	Defence +...% and Magic Def+...%	
70	Gold Armguard	Any two Defence +...%	
71	Emerald Armguard	Any two Magic Def+...%	
72	Soldier's Armguard	Any two HP +...%	
73	Mage's Armguard	Any two MP +...%	
74	Silver Armguard	Defence +10% or Defence +20%	
75	Onyx Armguard	Magic Def +10% or Magic Def +20%	
76	Sorcery Armguard	MP +20% or MP +30%	
77	Warrior's Armguard	HP +20% or HP +30%	
78	Glorious Armguard	Three Ability Slots	122
79	Metal Armguard	Defence +3% or Defence +5%	75, 86
80	Pearl Armguard	Magic Def+3% or Magic Def+5%	79
81	Magic Armguard	MP +5% or MP +10%	
82	Seeker's Armguard	HP +5% or HP +10%	60, 65, 100, 110, 119
83	Guardian Armguard	Two Ability Slots	
84	Armguard	One Ability Slot	

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KIMAHRI'S EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Spirit Lance	(Special: Celestial Weapon)	215
2	Taming Spear	Capture	120
3	Quadforce	Four elemental "...Strike"	
4	Gungnir	Break Damage Limit	
5	Luin	Triple AP and Overdrive > AP and Triple Overdrive	
6	Gae Bolg	Overdrive > AP and Triple Overdrive	
7	Venus Gospel	Double AP and Double Overdrive	
8	Highwind	Triple Overdrive	
9	Berserker	Double Overdrive	
10	Horn of the Ronso	Triple AP	
11	Chariot	Double AP	
12	Transmuter	Overdrive > AP	
13	Kain's Lance	SOS Overdrive	
14	Astral Spear	One MP Cost	
15	Chaos Lance	Any four "...Strike" for status effects (except Zombiestrike)	
16	Giant Spear	Any four Strength +...%	
17	Titan Lance	Any four Magic +...%	
18	Eldritch Lance	Magic Booster and Any three Magic +...%	
19	Shamanic Spear	Half MP Cost	
20	Prospector	Gillionaire	
21	Trident	Any three elemental "...Strike"	123
22	Vicious Lance	Any three "...Strike" for status effects (except Zombiestrike)	
23	Dragoon Lance	Magic Counter, as well as Counter-Attack or Evade & Counter	
24	Rebel Lance	Counter-Attack or Evade & Counter	
25	Prism Spear	Magic Counter	
26	Mirage Lance	Magic Booster	
27	Healer Spear	Alchemy	
28	Sonic Lance	First Strike	
29	Detector	Initiative	
30	Thanatos Lance	Deathstrike	
31	Net Spear	Slowstrike	
32	Rock Buster	Stonestrike	
33	Venom Spike	Poisonstrike	
34	Hypnos Spear	Sleepstrike	
35	Mage Hunter	Silencestrike	
36	Darkbringer	Darkstrike	
37	Knight Lance	Any three Strength +...%	112, 133
38	Wizard Lance	Any three Magic +...%	130
39	Twin Lance	Any two elemental "...Strike"	91
40	Calamity Spear	Any two "...Touch" (except Zombietouch)	
41	Matador Spear	Deathtouch	
42	Web Lance	Slowtouch	
43	Break Lance	Stonetouch	
44	Snakehead	Poisontouch	91
45	Dream Lance	Sleeptouch	
46	Silent Spear	Silencetouch	
47	Dusk Lance	Darktouch	
48	Hunter's Spear	Sensor	65, 77
49	Heat Lance	Firestrike	77
50	Ice Lance	Icestrike	
51	Thunder Spear	Lightningstrike	74, 91
52	Tidal Spear	Waterstrike	72
53	P-Lance	Distil Power	
54	M-Lance	Distil Mana	
55	S-Lance	Distil Speed	
56	A-Lance	Distil Ability	
57	Shapeshifter	Four Ability Slots	119, 122, 129
58	Force Lance	Strength +...% and Magic +...%	91
59	Halberd	Two or three Ability Slots	75, 79, 85, 86, 94, 97, 100, 110, 119
60	Magic Lance	Magic +10% or Magic +20%	
61	Full Metal Spear	Strength +10% or Strength +20%	
62	Rune Lance	Magic +5%	
63	Enchanted Lance	Magic +3%	
64	Striking Spear	Strength +5%	
65	Heavy Spear	Strength +3%	
66	Harpoon	Piercing	

Priority	Armour	Ability / characteristic	Page
1	Pride of the Ronso	Break HP Limit and Break MP Limit	
2	Acropolis	Ribbon	
3	Genji Armlet	Break HP Limit	
4	Sage's Armlet	Break MP Limit	
5	Crystal Armlet	Four "... Eater"	
6	Aegis Armlet	Four elemental "...Proof"	
7	Adamantite	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Orichalcum	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Safe Passage	Auto-Potion and Auto-Med	
10	Ronso Armlet	Any four "... Proof" (for status effects)	
11	Diamond Armlet	Any four Defence +...%	
12	Ruby Armlet	Any four Magic Def+...%	
13	Enhanced Armlet	Any four HP +...%	
14	Magical Armlet	Any four MP +...%	
15	Collector Armlet	Master Thief	
16	Treasure Armlet	Pickpocket	
17	Armlet of Hope	HP Stroll and MP Stroll	
18	Assault Armlet	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Armlet	Any three "... Eater"	
20	Recovery Armlet	HP Stroll	
21	Spiritual Armlet	MP Stroll	
22	Phoenix Armlet	Auto-Phoenix	
23	Curative Armlet	Auto-Med	
24	Rainbow Armlet	Four elemental "SOS Nul..."	
25	Shining Armlet	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Faerie Armlet	Any three "... Proof" (for status effects)	
27	Peaceful Armlet	No Encounters	
28	Shaman Armlet	Auto-Potion	
29	Barrier Armlet	Any three elemental "...Proof"	
30	Star Armlet	Any three "SOS ..."	
31	Marching Armlet	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Armlet	Any two "SOS ..."	
33	Regen Armlet	Auto-Regen or SOS Regen	
34	Haste Armlet	Auto-Haste or SOS Haste	
35	Reflect Armlet	Auto-Reflect or SOS Reflect	
36	Shell Armlet	Auto-Shell or SOS Shell	
37	Protect Armlet	Auto-Protect or SOS Protect	
38	Platinum Armlet	Any three Defence +...%	
39	Sapphire Armlet	Any three Magic Def+...%	
40	Knight's Armlet	Any three HP +...%	
41	Wizard Armlet	Any three MP +...%	
42	Elemental Armlet	Any two "... Eater" or elemental "... Proof" - the elements of Eater and Proof must differ	
43	Defending Armlet	Any two "... Proof" (for status effects)	
44	Crimson Armlet	Fire Eater	
45	Snow Armlet	Ice Eater	
46	Ochre Armlet	Lightning Eater	
47	Cerulean Armlet	Water Eater	
48	Medical Armlet	Curseproof	
49	Lucid Armlet	Confuseproof or Confuse Ward	
50	Serene Armlet	Berserkproof or Berserk Ward	
51	Light Armlet	Slowproof or Slow Ward	
52	Soul Armlet	Deathproof or Death Ward	
53	Blessed Armlet	Zombieproof or Zombie Ward	
54	Soft Armlet	Stoneproof or Stone Ward	91
55	Serum Armlet	Poisonproof or Poison Ward	81
56	Alert Armlet	Sleepproof or Sleep Ward	83
57	Echo Armlet	Silenceproof or Silence Ward	100
58	Bright Armlet	Darkproof or Dark Ward	91
59	Red Armlet	Fire Ward or Fireproof	69, 74
60	White Armlet	Ice Ward or Iceproof	83
61	Yellow Armlet	Lightning Ward or Lightningproof	94, 97
62	Blue Armlet	Water Ward or Waterproof	98
63	NulTide Armlet	SOS NulTide	
64	NulBlaze Armlet	SOS NulBlaze	
65	NulShock Armlet	SOS NulShock	
66	NulFrost Armlet	SOS NulFrost	
67	Adept's Armlet	Any two HP +...% and Any two MP +...%	
68	Tetra Armlet	Four Ability Slots	123, 129
69	Mythril Armlet	Defence +...% and Magic Def+...%	
70	Gold Armlet	Any two Defence +...%	
71	Emerald Armlet	Any two Magic Def+...%	
72	Soldier's Armlet	Any two HP +...%	
73	Mage's Armlet	Any two MP +...%	
74	Silver Armlet	Defence +10% or Defence +20%	
75	Onyx Armlet	Magic Def +10% or Magic Def +20%	
76	Sorcery Armlet	MP +20% or MP +30%	
77	Warrior's Armlet	HP +20% or HP +30%	
78	Glorious Armlet	Three Ability Slots	122
79	Metal Armlet	Defence +3% or Defence +5%	75, 86
80	Pearl Armlet	Magic Def+3% or Magic Def+5%	79
81	Magic Armlet	MP +5% or MP +10%	
82	Seeker's Armlet	HP +5% or HP +10%	65, 100, 110, 119
83	Guardian Armlet	Two Ability Slots	
84	Armlet	One Ability Slot	

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AURON'S EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Masamune	(Special: Celestial Weapon)	214
2	Beastmaster	Capture	120
3	Conqueror	Four elemental "...Strike"	
4	Heaven's Cloud	Break Damage Limit	
5	Muramasa	Triple AP and Overdrive > AP and Triple Overdrive	
6	Alkaid	Overdrive > AP and Triple Overdrive	
7	Peacemaker	Double AP and Double Overdrive	
8	Genji Blade	Triple Overdrive	
9	Dragonkiller	Double Overdrive	
10	Painkiller	Triple AP	
11	Divider	Double AP	
12	The Nameless	Overdrive > AP	
13	Ogrekiller	SOS Overdrive	
14	Murasame	One MP Cost	
15	Riot Blade	Any four "...Strike" for status effects (except Zombiestrike)	
16	Master Ogre	Any four Strength +...%	
17	Master Djinn	Any four Magic +...%	
18	Matoya's Blade	Magic Booster and any three Magic +...%	
19	Inducer	Half MP Cost	
20	Gilmonger	Gillionaire	
21	Ichimonji	Any three elemental "...Strike"	
22	Corruptor	Any three "...Strike" for status effects (except Zombiestrike)	
23	Ashura	Magic Counter, as well as Counter-Attack or Evade & Counter	
24	Kotetsu	Counter-Attack or Evade & Counter	
25	Prism Blade	Magic Counter	
26	Mirage Blade	Magic Booster	
27	Lifegiver	Alchemy	
28	Sonic Blade	First Strike	
29	Sentry	Initiative	83
30	Assassin Blade	Deathstrike	
31	Blockade	Slowstrike	
32	Stillblade	Stonestrike	133
33	Venomous Blade	Poisonstrike	
34	Dozing Blade	Sleepstrike	
35	Tacit Blade	Silencestrike	
36	Dark Blade	Darkstrike	
37	Ogre Blade	Any three Strength +...%	
38	Djinn Blade	Any three Magic +...%	
39	Dual Blade	Any two elemental "...Strike"	
40	Chaos Blade	Any two "...Touch" (except Zombietouch)	
41	Critical Blade	Deathtouch	
42	Stunner	Slowtouch	
43	Gorgon Gaze	Stonetouch	
44	Spider's Kiss	Poisontouch	
45	Peaceful Slumber	Sleeptouch	
46	Soundless Scream	Silencetouch	
47	Blurry Moon	Darktouch	91
48	Hunter's Blade	Sensor	
49	Fire Blade	Firestrike	
50	Frost Blade	Icestrike	
51	Thunder Blade	Lightningstrike	77
52	Water Blade	Waterstrike	
53	P-Blade	Distil Power	
54	M-Blade	Distil Mana	
55	S-Blade	Distil Speed	
56	A-Blade	Distil Ability	
57	Shiranui	Four Ability Slots	122, 129
58	Basara Blade	Strength +...% and Magic +...%	
59	Shimmering Blade	Two or three Ability Slots	79, 86, 94, 97, 98, 100, 110, 119, 123
60	Spiritual Blade	Magic +10% or Magic +20%	
61	Knight Blade	Strength +10% or Strength +20%	
62	Rune Blade	Magic +5%	
63	Magic Blade	Magic +3%	
64	Warblade	Strength +5%	
65	Nodachi	Strength +3%	
66	Katana	Piercing	

Priority	Armour	Ability / characteristic	Page
1	Overlord	Break HP Limit and Break MP Limit	
2	Solidity	Ribbon	
3	Genji Bracer	Break HP Limit	
4	Dragon Lord	Break MP Limit	
5	Glutton	Four "... Eater"	
6	Resistant	Four elemental "...Proof"	
7	Warder	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Immortal	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Healer	Auto-Potion and Auto-Med	
10	Undefeated	Any four "...Proof" (for status effects)	
11	Diamond Bracer	Any four Defence +...%	
12	Ruby Bracer	Any four Magic Def+...%	
13	Battle Bracer	Any four HP +...%	
14	Magical Bracer	Any four MP +...%	
15	Collector Bracer	Master Thief	
16	Treasure Bracer	Pickpocket	
17	Bracer of Hope	HP Stroll and MP Stroll	
18	Assault Bracer	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Bracer	Any three "... Eater"	
20	Recovery Bracer	HP Stroll	
21	Spiritual Bracer	MP Stroll	
22	Phoenix Bracer	Auto-Phoenix	
23	Curative Bracer	Auto-Med	
24	Rainbow Bracer	Four elemental "SOS Nul..."	
25	Shining Bracer	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Faerie Bracer	Any three "...Proof" (for status effects)	
27	Peaceful Bracer	No Encounters	
28	Shaman Bracer	Auto-Potion	
29	Barrier Bracer	Any three elemental "...Proof"	
30	Star Bracer	Any three "SOS ..."	
31	Marching Bracer	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Bracer	Any two "SOS ..."	
33	Regen Bracer	Auto-Regen or SOS Regen	
34	Haste Bracer	Auto-Haste or SOS Haste	
35	Reflect Bracer	Auto-Reflect or SOS Reflect	
36	Shell Bracer	Auto-Shell or SOS Shell	
37	Protect Bracer	Auto-Protect or SOS Protect	
38	Platinum Bracer	Any three Defence +...%	
39	Sapphire Bracer	Any three Magic Def+...%	
40	Knight's Bracer	Any three HP +...%	
41	Wizard Bracer	Any three MP +...%	119
42	Elemental Bracer	Any two "... Eater" or elemental "...Proof" - the elements of Eater and Proof must differ	
43	Defending Bracer	Any two "...Proof" (for status effects)	121, 130
44	Crimson Bracer	Fire Eater	
45	Snow Bracer	Ice Eater	
46	Ochre Bracer	Lightning Eater	
47	Cerulean Bracer	Water Eater	
48	Medical Bracer	Curseproof	
49	Lucid Bracer	Confuseproof or Confuse Ward	
50	Serene Bracer	Berserkproof or Berserk Ward	81
51	Light Bracer	Slowproof or Slow Ward	82
52	Soul Bracer	Deathproof or Death Ward	
53	Blessed Bracer	Zombieproof or Zombie Ward	123
54	Soft Bracer	Stoneproof or Stone Ward	100
55	Serum Bracer	Poisonproof or Poison Ward	91
56	Alert Bracer	Sleepproof or Sleep Ward	
57	Echo Bracer	Silenceproof or Silence Ward	
58	Bright Bracer	Darkproof or Dark Ward	
59	Red Bracer	Fire Ward or Fireproof	
60	White Bracer	Ice Ward or Iceproof	91
61	Yellow Bracer	Lightning Ward or Lightningproof	94, 97
62	Blue Bracer	Water Ward or Waterproof	91
63	NulTide Bracer	SOS NulTide	
64	NulBlaze Bracer	SOS NulBlaze	
65	NulShock Bracer	SOS NulShock	
66	NulFrost Bracer	SOS NulFrost	
67	Adept's Bracer	Any two HP +...% and any two MP +...%	
68	Tetra Bracer	Four Ability Slots	129
69	Mythril Bracer	Defence +...% and Magic Def+...%	
70	Gold Bracer	Any two Defence +...%	
71	Emerald Bracer	Any two Magic Def+...%	
72	Soldier's Bracer	Any two HP +...%	
73	Mage's Bracer	Any two MP +...%	
74	Silver Bracer	Defence +10% or Defence +20%	
75	Onyx Bracer	Magic Def +10% or Magic Def +20%	
76	Sorcery Bracer	MP +20% or MP +30%	
77	Warrior's Bracer	HP +20% or HP +30%	
78	Glorious Bracer	Three Ability Slots	122
79	Metal Bracer	Defence +3% or Defence +5%	86
80	Pearl Bracer	Magic Def+3% or Magic Def+5%	79
81	Magic Bracer	MP +5% or MP +10%	
82	Seeker's Bracer	HP +5% or HP +10%	100, 110, 119
83	Guardian Bracer	Two Ability Slots	
84	Bracer	One Ability Slot	

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RIKKU'S EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Godhand	(Special: Celestial Weapon)	215
2	Iron Grip	Capture	120
3	Deus Ex Machina	Four elemental "...Strike"	
4	Kaiser Knuckles	Break Damage Limit	
5	Victorix	Triple AP and Overdrive > AP and Triple Overdrive	
6	Unlimited	Overdrive > AP and Triple Overdrive	
7	Warmonger	Double AP and Double Overdrive	
8	Overload	Triple Overdrive	
9	Override	Double Overdrive	
10	Golden Arm	Triple AP	
11	Golden Hand	Double AP	
12	Ironside	Overdrive > AP	
13	Battle Freak	SOS Overdrive	
14	Infinity	One MP Cost	133
15	Tempest Claw	Any four "...Strike" for status effects (except Zombiestrike)	
16	Spartan	Any four Strength +...%	
17	Brunhilde	Any four Magic +...%	
18	Valkyrie	Magic Booster and any three Magic +...%	
19	Magical Rave	Half MP Cost	
20	Stickyfingers	Gillionaire	
21	Rising Sun	Any three elemental "...Strike"	
22	Typhoon Claw	Any three "...Strike" for status effects (except Zombiestrike)	
23	Untouchable	Magic Counter, as well as Counter-Attack or Evade & Counter	
24	Tit-for-Tat	Counter-Attack or Evade & Counter	
25	Prism Claw	Magic Counter	
26	Mirage Claw	Magic Booster	
27	Survivor	Alchemy	123
28	Vanguard	First Strike	
29	Sonar	Initiative	
30	Executioner	Deathstrike	
31	Clockwork	Slowstrike	
32	Colossus	Stonestrike	
33	Manticore Claw	Poisonstrike	
34	Lights Out	Sleepstrike	
35	Mage Husher	Silencestrike	
36	Jammer	Darkstrike	
37	Iron Claw	Any three Strength +...%	
38	The Ogre	Any three Magic +...%	
39	Dual Claw	Any two elemental "...Strike"	
40	Hurricane Claw	Any two "...Touch" (except Zombietouch)	
41	Ninja Claw	Deathtouch	
42	Clock Hand	Slowtouch	
43	Break Knuckles	Stonetouch	
44	Poison Claw	Poisontouch	
45	Daydreamer	Sleeptouch	
46	Tongue Holder	Silencetouch	
47	Eye Poker	Darktouch	
48	Hawkeye	Sensor	
49	Hot Knuckles	Firestrike	
50	Ice Claw	Icestrike	
51	Shocking Fist	Lightningstrike	
52	Tidal Knuckles	Waterstrike	
53	P-Claw	Distil Power	
54	M-Claw	Distil Mana	
55	S-Claw	Distil Speed	
56	A-Claw	Distil Ability	
57	Flexible Arm	Four Ability Slots	129
58	Force Knuckles	Strength +...% and Magic +...%	98, 100
59	Devastator	Two or three Ability Slots	94, 97, 100, 110, 119, 122
60	Magic Knuckles	Magic +10% or Magic +20%	
61	Buster Knuckles	Strength +10% or Strength +20%	
62	Magic Claw	Magic +5%	
63	Magic Glove	Magic +3%	
64	Buster Claw	Strength +5%	
65	Buster Glove	Strength +3%	
66	Barbed Knuckles	Piercing	
67	Claw	One Ability Slot	

Priority	Armour	Ability / characteristic	Page
1	Dreadnought	Break HP Limit and Break MP Limit	
2	Impervious	Ribbon	
3	Atlas	Break HP Limit	
4	Celestial	Break MP Limit	
5	Invincible	Four "... Eater"	
6	Armada	Four elemental "...Proof"	
7	Triumph	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Intrepid	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Goliath	Auto-Potion and Auto-Med	
10	Argonaut	Any four "... Proof" (for status effects)	
11	Diamond Targe	Any four Defence +...%	
12	Ruby Targe	Any four Magic Def+...%	
13	Warlord	Any four HP +...%	
14	Dominator	Any four MP +...%	
15	Buccaneer	Master Thief	
16	Corsair	Pickpocket	
17	Targe of Hope	HP Stroll and MP Stroll	
18	Assault Targe	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Targe	Any three "... Eater"	
20	Recovery Targe	HP Stroll	
21	Spiritual Targe	MP Stroll	126
22	Phoenix Targe	Auto-Phoenix	
23	Curative Targe	Auto-Med	119
24	Phalanx	Four elemental "SOS Nul..."	
25	Tercio	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Talisman	Any three "... Proof" (for status effects)	
27	Peaceful Targe	No Encounters	
28	Shaman Targe	Auto-Potion	
29	Victorious	Any three elemental "...Proof"	
30	Star Targe	Any three "SOS ..."	
31	Marching Targe	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Targe	Any two "SOS ..."	
33	Regen Targe	Auto-Regen or SOS Regen	
34	Haste Targe	Auto-Haste or SOS Haste	123
35	Reflect Targe	Auto-Reflect or SOS Reflect	
36	Shell Targe	Auto-Shell or SOS Shell	101
37	Protect Targe	Auto-Protect or SOS Protect	
38	Centurion	Any three Defence +...%	
39	Echelon	Any three Magic Def+...%	
40	Knight's Targe	Any three HP +...%	
41	Wizard Targe	Any three MP +...%	
42	Elemental Targe	Any two "... Eater" or elemental "... Proof" - the elements of Eater and Proof must differ	
43	Reliant	Any two "... Proof" (for status effects)	
44	Crimson Targe	Fire Eater	
45	Snow Targe	Ice Eater	
46	Ochre Targe	Lightning Eater	
47	Cerulean Targe	Water Eater	
48	Medical Targe	Curseproof	
49	Lucid Targe	Confuseproof or Confuse Ward	
50	Dauntless	Berserkproof or Berserk Ward	
51	Light Targe	Slowproof or Slow Ward	
52	Soul Targe	Deathproof or Death Ward	
53	Blessed Targe	Zombieproof or Zombie Ward	
54	Soft Targe	Stoneproof or Stone Ward	
55	Serum Targe	Poisonproof or Poison Ward	
56	Alert Targe	Sleepproof or Sleep Ward	
57	Echo Targe	Silenceproof or Silence Ward	
58	Bright Targe	Darkproof or Dark Ward	
59	Red Targe	Fire Ward or Fireproof	
60	White Targe	Ice Ward or Iceproof	
61	Yellow Targe	Lightning Ward or Lightningproof	94, 97
62	Blue Targe	Water Ward or Waterproof	
63	NulTide Targe	SOS NulTide	
64	NulBlaze Targe	SOS NulBlaze	
65	NulShock Targe	SOS NulShock	
66	NulFrost Targe	SOS NulFrost	
67	Adept's Targe	Any two HP +...% and Any two MP +...%	
68	Tetra Targe	Four Ability Slots	129
69	Mythril Targe	Defence +...% and Magic Def+...%	
70	Gold Targe	Any two Defence +...%	
71	Emerald Targe	Any two Magic Def+...%	
72	Soldier's Targe	Any two HP +...%	100
73	Mage's Targe	Any two MP +...%	
74	Silver Targe	Defence +10% or Defence +20%	
75	Onyx Targe	Magic Def +10% or Magic Def +20%	
76	Sorcery Targe	MP +20% or MP +30%	
77	Warrior's Targe	HP +20% or HP +30%	
78	Glorious Targe	Three Ability Slots	122
79	Metal Targe	Defence +3% or Defence +5%	
80	Pearl Targe	Magic Def+3% or Magic Def+5%	
81	Magic Targe	MP +5% or MP +10%	
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83	Guardian Targe	Two Ability Slots	
84	Targe	One Ability Slot	

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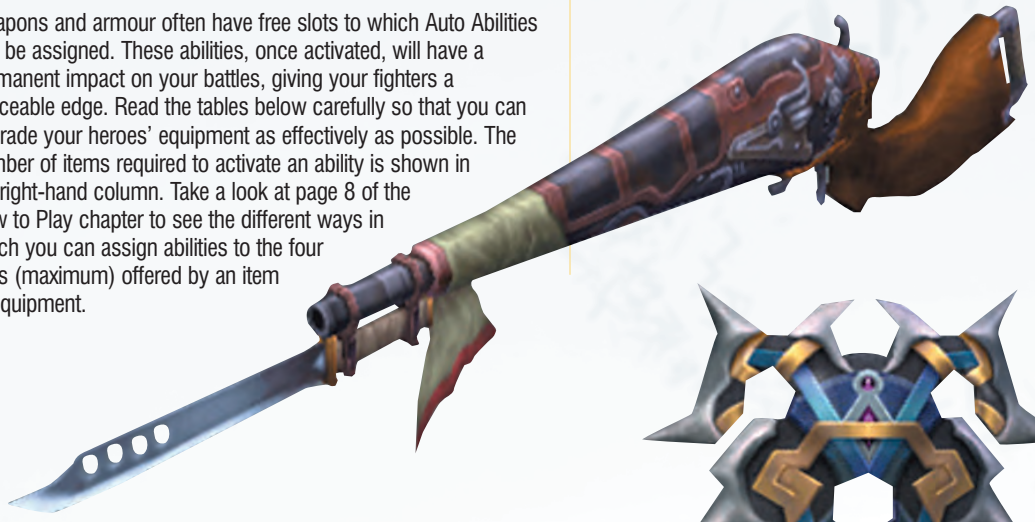
THE AUTO ABILITIES

Weapons and armour often have free slots to which Auto Abilities can be assigned. These abilities, once activated, will have a permanent impact on your battles, giving your fighters a noticeable edge. Read the tables below carefully so that you can upgrade your heroes' equipment as effectively as possible. The number of items required to activate an ability is shown in the right-hand column. Take a look at page 8 of the How to Play chapter to see the different ways in which you can assign abilities to the four slots (maximum) offered by an item of equipment.



YOUR WEAPONS' ABILITIES

Ability	Effect	Items required
Alchemy	Doubles the potency of recovery items.	Healing Water x 4
Break Damage Limit	Facilitates damage exceeding 9,999.	Dark Matter x 60
Capture	Captures a monster (see "Secrets" chapter). Special Weapons have this ability.	-
Counter-Attack	Character strikes back automatically after physical attacks.	Friend Sphere x 1
Darkstrike	Almost always adds Darkness to attacks and skills.	Smoke Bomb x 20
Darktouch	Sometimes adds Darkness to attacks and skills.	Eye Drops x 60
Deathstrike	Almost always adds Death to attacks and skills.	Farplane Wind x 60
Deathtouch	Sometimes adds Death to attacks and skills.	Farplane Shadow x 30
Distil Ability	Adds Distil Ability effect to attacks and skills	Ability Sphere x 2
Distil Mana	Adds the Distil Mana status effect to attacks and skills.	Mana Sphere x 2
Distil Power	Adds the Distil Power status effect to attacks and skills.	Power Sphere x 2
Distil Speed	Adds the Distil Speed status effect to attacks and skills.	Speed Sphere x 2
Double AP	Doubles amount of AP earned.	Megalixir x 20
Double Overdrive	Charges Overdrive gauge at double speed.	Underdog's Secret x 30
Evade & Counter	Evade physical attack and strike back automatically.	Teleport Sphere x 1
Firestrike	Adds Fire element to attacks and skills.	Bomb Fragment x 4
First Strike	Act first at beginning of battle.	Return Sphere x 1
Gillionaire	Doubles amount of Gil earned.	Designer Wallet x 30
Half MP Cost	Reduces MP cost of spells by half.	Twin Stars x 20
Icestrike	Adds Ice element to attacks and skills.	Antarctic Wind x 4
Initiative	Raises party's chances for a pre-emptive strike.	Chocobo Feather x 6
Lightningstrike	Adds Lightning element to attacks and skills.	Electro Marble x 4
Magic +3%	Enhances magic attack power by 3%.	Magic Sphere x 3
Magic +5%	Enhances magic attack power by 5%.	Mana Spring x 2
Magic +10%	Enhances magic attack power by 10%.	Blk. Magic Sphere x 1
Magic +20%	Enhances magic attack power by 20%.	Supreme Gem x 4
Magic Booster	Increases power of spells by 50% by using double MP.	Turbo Ether x 30
Magic Counter	Strike back automatically after being attacked with magic.	Shining Gem x 16
No AP	Character will gain no AP at the end of a battle.	-
One MP Cost	Reduces MP cost of spells to 1.	Three Stars x 20
Overdrive -> AP	Earn more AP instead of charging Overdrive gauge.	Door to Tomorrow x 10
Piercing	Some opponents are armoured: Piercing overcomes this characteristic.	Lv. 2 Key Sphere x 1
Poisonstrike	Almost always adds Poison to attacks and skills.	Poison Fang x 24
Poisontouch	Sometimes adds Poison to attacks and skills.	Antidote x 99
Sensor	View enemy data and elemental characteristics during battle.	Ability Sphere x 2
Silencestrike	Almost always adds Silence to attacks and skills.	Silence Grenade x 20
Silencetouch	Sometimes adds Silence to attacks and skills.	Echo Screen x 60
Sleepstrike	Almost always adds Sleep to attacks and skills.	Dream Powder x 16
Sleeptouch	Sometimes adds Sleep to attacks and skills.	Sleeping Powder x 10
Slowstrike	Almost always adds Slow to attacks and skills.	Gold Hourglass x 30
Slowtouch	Sometimes adds Slow to attacks and skills.	Silver Hourglass x 16
SOS Overdrive	Charges Overdrive gauge at double speed when HP is low.	Gambler's Spirit x 20
Stonestrike	Almost always adds Petrification to attacks and skills.	Petrify Grenade x 60
Stonetouch	Sometimes adds Petrification to attacks and skills.	Petrify Grenade x 10
Strength +3%	Enhances physical attack power by 3%.	Power Sphere x 3
Strength +5%	Enhances physical attack power by 5%.	Stamina Spring x 2
Strength +10%	Enhances physical attack power by 10%.	Skill Sphere x 1
Strength +20%	Enhances physical attack power by 20%.	Supreme Gem x 4
Triple AP	Triples amount of AP earned.	Wings to Discovery x 50
Triple Overdrive	Charges Overdrive gauge at triple speed.	Winning Formula x 30
Waterstrike	Adds Water element to attacks and skills.	Fish Scale x 4
Zombiestrike	Almost always adds Zombie to attacks and skills.	Candle of Life x 30
Zombietouch	Sometimes adds Zombie to attacks and skills.	Holy Water x 70

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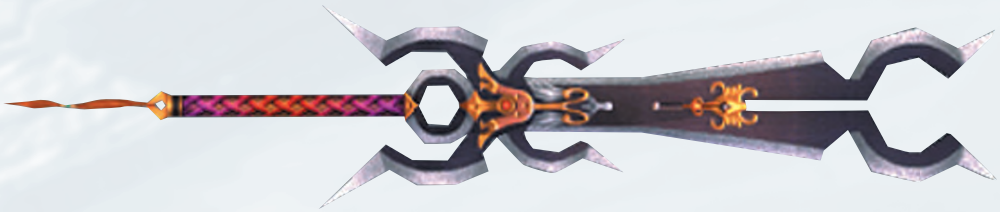
YOUR ARMOUR'S ABILITIES

Ability	Effects	Items required
Auto-Haste	Automatically casts Haste on user.	Chocobo Wing x 80
Auto-Med	Items which cure status effects are used automatically once characters are injured and their HP drops below 50%.	Remedy x 20
Auto-Phoenix	Automatically use Phoenix Down on KO'd character.	Mega Phoenix x 20
Auto-Potion	Automatically use items to recover HP when damaged.	Stamina Spring x 4
Auto-Protect	Automatically casts Protect on user.	Light Curtain x 70
Auto-Reflect	Automatically casts Reflect on user.	Star Curtain x 40
Auto-Regen	Automatically casts Regen on user.	Healing Spring x 80
Auto-Shell	Automatically casts Shell on user.	Lunar Curtain x 80
Berserk Ward	Sometimes protects against Berserk.	Hypello Potion x 8
Berserkproof	Almost always protects against Berserk.	Hypello Potion x 32
Break HP Limit	Allows max HP to exceed 9,999.	Wings to Discovery x 30
Break MP Limit	Allows max MP to exceed 999.	Three Stars x 30
Confuse Ward	Sometimes protects against Confusion.	Musk x 16
Confuseproof	Almost completely protects against Confusion.	Musk x 48
Curseproof	Almost completely protects against Curse.	Tetra Elemetal x 12
Dark Ward	Sometimes protects against Darkness.	Eye Drops x 40
Darkproof	Almost completely protects against Darkness.	Smoke Bomb x 10
Death Ward	Sometimes protects against Death.	Farplane Shadow x 15
Deathproof	Almost completely protects against Death.	Farplane Wind x 60
Defence +3%	Reduces damage from physical attacks by 3%.	Power Sphere x 3
Defence +5%	Reduces damage from physical attacks by 5%.	Stamina Spring x 2
Defence +10%	Reduces damage from physical attacks by 10%.	Special Sphere x 1
Defence +20%	Reduces damage from physical attacks by 20%.	Blessed Gem x 4
Fire Eater	Absorbs damage from Fire attacks and converts it into HP.	Fire Gem x 20
Fire Ward	Reduces fire-based damage by half.	Bomb Fragment x 4
Fireproof	Grants immunity to Fire attacks.	Bomb Core x 8
HP +5%	Raises max HP by 5%.	X-Potion x 1
HP +10%	Raises max HP by 10%.	Soul Spring x 3
HP +20%	Raises max HP by 20%.	Elixir x 5
HP +30%	Raises max HP by 30%.	Stamina Tonic x 1
HP Stroll	Automatically recover HP while walking in normal mode.	Stamina Tablet x 2
Ice Eater	Absorbs damage from Ice attacks and converts it into HP.	Ice Gem x 20
Ice Ward	Reduces ice-based damage by half.	Antarctic Wind x 4
Iceproof	Grants immunity to Ice attacks.	Arctic Wind x 8
Lightning Eater	Absorbs damage from Lightning attacks and converts it into HP.	Lightning Gem x 20
Lightning Ward	Reduces lightning-based damage by half.	Electro Marble x 4
Lightningproof	Grants immunity to Lightning attacks.	Lightning Marble x 8
Magic Def +3%	Reduces damage from magical attacks by 3%.	Magic Sphere x 3
Magic Def +5%	Reduces damage from magical attacks by 5%.	Mana Spring x 2
Magic Def +10%	Reduces damage from magical attacks by 10%.	Wht. Magic Sphere x 1
Magic Def +20%	Reduces damage from magical attacks by 20%.	Blessed Gem x 4
Master Thief	Allows you to Steal rare items.	Pendulum x 30
MP +5%	Raises max MP by 5%.	Ether x 1
MP +10%	Raises max MP by 10%.	Soul Spring x 3
MP +20%	Raises max MP by 20%.	Elixir x 5
MP +30%	Raises max MP by 30%.	Mana Tonic x 1
MP Stroll	Automatically recover MP while walking in normal mode.	Mana Tablet x 2
No Encounters	No random enemy encounters in normal mode.	Purifying Salt x 30
Pickpocket	Improves your odds of stealing rare items.	Amulet x 30
Poison Ward	Sometimes protects against Poison.	Antidote x 40
Poisonproof	Almost always protects against Poison.	Poison Fang x 12
Ribbon	Almost completely protects against all status ailments.	Dark Matter x 99
Silence Ward	Sometimes protects against Silence.	Echo Screen x 30
Silenceproof	Almost always protects against Silence.	Silence Grenade x 10
Sleep Ward	Sometimes protects against Sleep.	Sleeping Powder x 6
Sleepproof	Almost always protects against Sleep.	Dream Powder x 8
Slow Ward	Sometimes protects against Slow.	Silver Hourglass x 10
Slowproof	Almost always protects against Slow.	Gold Hourglass x 20
SOS Haste	Casts Haste when HP drops below 50%.	Chocobo Feather x 20
SOS NulBlaze	Casts NulBlaze when HP drops below 50%.	Bomb Core x 1
SOS NulFrost	Casts NulFrost when HP drops below 50%.	Arctic Wind x 1
SOS NulShock	Casts NulShock when HP drops below 50%.	Lightning Marble x 1
SOS NulTide	Casts NulTide when HP drops below 50%.	Dragon Scale x 1
SOS Protect	Casts Protect when HP drops below 50%.	Light Curtain x 8
SOS Reflect	Casts Reflect when HP drops below 50%.	Star Curtain x 8
SOS Regen	Casts Regen when HP drops below 50%.	Healing Spring x 12
SOS Shell	Casts Shell when HP drops below 50%.	Lunar Curtain x 8
Stone Ward	Sometimes protects against Petrification.	Soft x 30
Stoneproof	Almost always protects against Petrification.	Petrify Grenade x 20
Water Eater	Absorbs damage inflicted by Water attacks and converts it into HP.	Water Gem x 20
Water Ward	Reduces water-based damage by half.	Fish Scale x 4
Waterproof	Grants immunity to Water attacks.	Dragon Scale x 8
Zombie Ward	Sometimes protects against Zombie.	Holy Water x 30
Zombieproof	Almost always protects against Zombie.	Candle of Life x 10



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ITEMS

Items can provide much-needed help if your heroes find themselves in a sticky situation. You can use them to heal your characters or to inflict negative status effects on your opponents. Some items can also be used off the battlefield, simply by going to the Items menu.

You'll find a list of all of the Spheres (which are also considered items) on page 12 of the How to Play chapter.

There are many items which you can sell but not buy. In such cases, we have used the sale price to calculate a notional purchase price, so that you can assess the value of the item in question. The notional purchase price is always given in brackets ().

HEALING

Item	Purchase price	Effect
Al Bhed Potion	1000	Cures Poison, Silence, Petrification. Gives 1,000 HP to all.
Antidote	50	Cures Poison.
Echo Screen	50	Cures Silence.
Elixir	(5000)	Restores all of one character's HP and MP;. Up to 9,999 HP 999 MP during battle.
Ether	(1000)	Restores 100 MP of one character.
Eye Drops	50	Cures darkness.
Healing Water	(500)	Fully restores HP of party.
Hi-Potion	500	Restores 1,000 HP of one character.
Holy Water	300	Cures Zombie and Cures.
Mega Phoenix	(4000)	Revives party from KO.
Megalixir	(20000)	Restores all characters' HP and MP. Up to 9,999 HP and 999 MP during battle.
Mega-Potion	(1500)	Restores 2,000 HP to each party member.
Phoenix Down	100	Revives one character from KO.
Potion	50	Restores 200 HP of one character.
Remedy	1500	Cures all status abnormalities.
Soft	50	Cures Petrification.
Tetra Elemental	(800)	Fully restores all characters' HP and adds NulBlaze, NulTide, NulFrost und NulShock status effects.
Turbo Ether	(3000)	Restores 500 MP of one character.
X-Potion	(1000)	Fully restores HP of one character.

ATTACK

Item	Purchase price	Effect
Antarctic Wind	(100)	Inflicts around 600 Ice damage points on an opponent.
Arctic Wind	(200)	Inflicts around 1,000 Ice damage points on an opponent.
Blessed Gem	(500)	Inflicts around 8,000 damage points on an opponent.
Bomb Core	(200)	Inflicts around 1,000 Fire damage points on an opponent.
Bomb Fragment	(100)	Inflicts around 600 Fire damage points on an opponent.
Candle of Life	(200)	Inflicts the Doom status effect on an opponent.
Dark Matter	(30000)	Inflicts around 12,500 damage points on all opponents.
Dragon Scale	(200)	Inflicts around 1,000 Water damage points on an opponent.
Dream Powder	(200)	Damages all opponents and inflicts the Sleep status effect.
Electro Marble	(100)	Inflicts around 600 points Lightning damage on an opponent.
Farplane Shadow	(300)	Inflicts the Death status effect on an opponent.
Farplane Wind	(400)	Inflicts the Death status effect on all opponents.
Fire Gem	(300)	Inflicts around 600 Fire damage points on all opponents.
Fish Scale	(100	Inflicts around 600 Water damage points on one opponent.
Frag Grenade	(500)	Inflicts the Armour Break status effect on all opponents and adds around 800 damage points.
Gold Hourglass	(150)	Inflicts around 1,000 damage points on all opponents and delays their actions in the CTB window.
Grenade	300	Inflicts around 350 damage points on all opponents.
Ice Gem	(300)	Inflicts around 600 Ice damage points on all opponents.
Lightning Gem	(300)	Inflicts around 600 Lightning damage points on all opponents.
Lightning Marble	(200)	Inflicts around 1,000 Lightning damage points on one opponent.
Mana Spring	(300)	Absorbs an opponent's MP (maximum 1058 MP).
Petrify Grenade	(200)	Inflicts the Petrification status effect on all opponents.
Poison Fang	(100)	Inflicts the Poison status effect on one opponent and adds around 2,000 damage points.
Purifying Salt	(280)	Inflicts around 1,100 damage points on one opponent and lifts a status effect which s/he inflicted (such as Dispel).
Shadow Gem	(200)	Reduces all opponents' HP by half.
Shining Gem	(300)	Inflicts around 6,000 damage points on an opponent.
Silence Grenade	(150)	Inflicts the Silence status effect on all opponents and adds around 750 damage points.
Silver Hourglass	(100)	Delays opponents' actions in the CTB window.
Sleeping Powder	(100)	Inflicts the Sleep status effect on all opponents and adds around 750 damage points.
Smoke Bomb	(150)	Inflicts the Darkness status effect on all opponents and adds around 750 damage points.
Soul Spring	(400)	Absorbs around 1,500 HP and a maximum of 1,587 MP from an opponent.
Stamina Spring	(300)	Absorbs a maximum of 400 HP from an opponent.
Supreme Gem	(1000)	Inflicts around 9,500 damage points on all opponents.
Water Gem	(300)	Inflicts around 600 Water damage points on all opponents.

PROTECTION

Item	Purchase price	Effect
Chocobo Feather	(160)	Haste status effect.
Chocobo Wing	(200)	Inflicts Haste status effect on all characters.
Healing Spring	(600)	Regen status effect.
Light Curtain	(180)	Protect status effect.
Lunar Curtain	(180)	Shell status effect.
Mana Tablet	(2000)	Doubles one character's maximum MP.
Mana Tonic	(1600)	Doubles all characters' maximum MP.
Stamina Tablet	(800)	Doubles one character's maximum HP.
Stamina Tonic	(1600)	Doubles all characters' maximum HP.
Star Curtain	(180)	Reflect status effect.
Three Stars	(10000)	Reduces all characters' MP costs to 0.
Twin Stars	(800)	Reduces one character's MP costs to 0.

MISCELLANEOUS

Item	Purchase price	Effect
Ability Distiller	100	Opponent drops Ability Spheres after battle.
Amulet	(15000)	Use for Customise.
Designer Wallet	(800)	Use for Customise.
Door to Tomorrow	(8000)	Use for Customise.
Gambler's Spirit	(16000)	Use for Customise.
Hypello Potion	(200)	Use for Customise.
Mana Distiller	100	Opponent drops Mana Spheres after battle.
Map	50	Displays the world map.
Musk	(200)	Use for Customise.
Pendulum	(5000)	Use for Customise.
Power Distiller	100	Opponent drops Power Spheres after battle.
Rename Card	(20)	Renames an aeon.
Shining Thorn	(200)	Teaches aeons the Ability Mental Break.
Speed Distiller	100	Opponent drops Speed Spheres after battle.
Underdog's Secret	(20000)	Use for Customise.
Wings to Discovery	(30000)	Use for Customise.
Winning Formula	(40000)	Use for Customise.

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KEY ITEMS

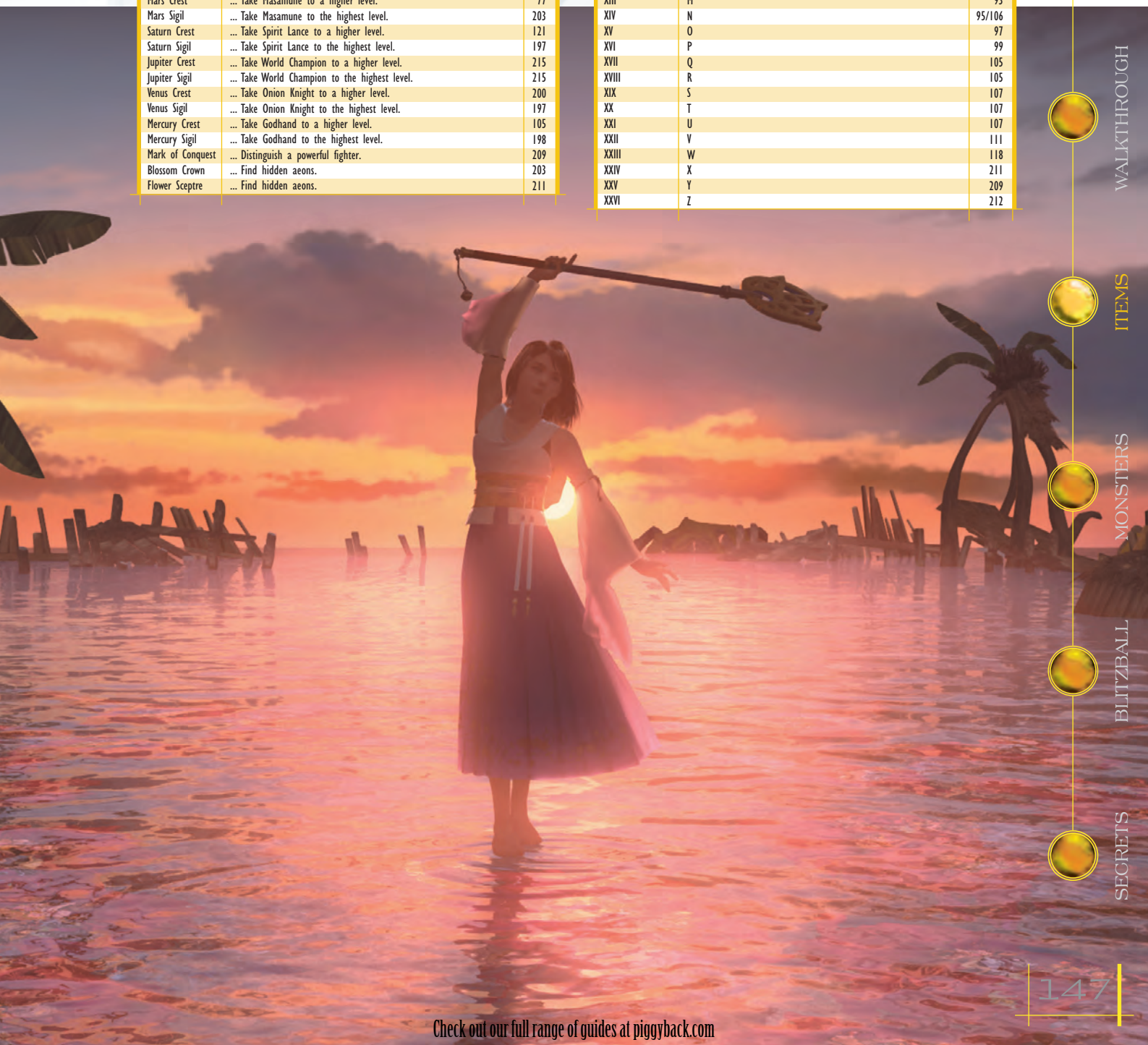
Take a look at the Items menu to see the Key Items which you've obtained so far. You'll also find information on certain Key Items in the Secrets chapter.

Item	Required in order to ...	Page
Withered Bouquet	... Make fire.	47
Flint	... Make fire.	47
Cloudy Mirror	... Obtain the Celestial Mirror	199
Celestial Mirror	... Obtain and enhance Celestial Weapons.	214
Summoner's Soul	... Teach aeons abilities.	89
Aeon's Soul	... Increase aeons' attributes.	118
Jecht Sphere	... Have Auron learn new Overdrives.	201
Rusty Sword	... Obtain Masamune.	118
Sun Crest	... Take Caladbolg to a higher level.	126
Sun Sigil	... Take Caladbolg to the highest level.	198
Moon Crest	... Take Nirvana to a higher level.	53
Moon Sigil	... Take Nirvana to the highest level.	211
Mars Crest	... Take Masamune to a higher level.	77
Mars Sigil	... Take Masamune to the highest level.	203
Saturn Crest	... Take Spirit Lance to a higher level.	121
Saturn Sigil	... Take Spirit Lance to the highest level.	197
Jupiter Crest	... Take World Champion to a higher level.	215
Jupiter Sigil	... Take World Champion to the highest level.	215
Venus Crest	... Take Onion Knight to a higher level.	200
Venus Sigil	... Take Onion Knight to the highest level.	197
Mercury Crest	... Take Godhand to a higher level.	105
Mercury Sigil	... Take Godhand to the highest level.	198
Mark of Conquest	... Distinguish a powerful fighter.	209
Blossom Crown	... Find hidden aeons.	203
Flower Sceptre	... Find hidden aeons.	211

THE AL BHED PRIMERS

The Al Bhed Primers will help you decipher the language of the Al Bhed. Each Primer translates one letter of the alphabet. Once you have collected all of the Primers, you'll have no difficulty understanding this intriguing language.

Primer number:	Teaches the following Al Bhed letters:	Page
I	A	50/106
II	B	55
III	C	61/106
IV	D	64
V	E	71/106
VI	F	72
VII	G	72
VIII	H	77
IX	I	78
X	J	81
XI	K	85
XII	L	89
XIII	M	93
XIV	N	95/106
XV	O	97
XVI	P	99
XVII	Q	105
XVIII	R	105
XIX	S	107
XX	T	107
XXI	U	107
XXII	V	111
XXIII	W	118
XXIV	X	211
XXV	Y	209
XXVI	Z	212



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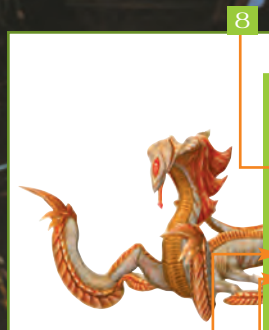
MONSTERS

Are you having problems with the animal, mechanical or just plain weird monsters that inhabit the world of Final Fantasy X? Regardless of whether you find yourself confronting claws, tentacles, fins, Machinas or conventional weapons, the information on the following pages should help you on your way to victory. Take a look at the tables to see at a glance how strong your opponents are… and to discover their weaknesses!



BASILISK

Djose Highroad	HP	2025 (924)	MP	20

Strength	14	Defence	1	Magic	35	Magic Def.	1
Agility	9	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	-	Lightning	x1/2		
Water	-	Ice	-	Holy	-

Status Effects																					
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	IMM	SLW	0	ZMB	0	PWB	0					
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1		

Steal	Normal	Petrify Grenade x1	Rare	Petrify Grenade x1	Bribe	Gil	50625	Item	Petrify Grenade				
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	60/256	Ability Slots	1-3	Abilities Attached	1-3		
								Enemy Skills	Stone Breath				

Weapon Abilities	Piercing (Kimahri and Auron), Stonetouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)
Armour Abilities	Stone Ward, MP +5%

AP 140 (210) Gil 125

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

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1 **Name** of the monster.

2 **Location** where you (first) encounter the monster. Remember that some creatures also roam around in adjacent areas. You may find that certain monsters have the same name but different levels: take a look at the occurrence examples to see which monster variant you're dealing with.

3 **HP:** Your opponent's initial stamina level (Hit Points). The number in brackets indicates the minimum amount of damage your final hit must inflict in order to achieve an Overkill.

4 **MP:** Abilities like Lancet and Osmose enable your character to absorb magic points from an opponent. This figure indicates the maximum number of obtainable points. Incidentally, remember that your opponents can use their skills without always using up MP.

5 **Characteristics:** These figures indicate your opponent's levels, as well as their strengths and weaknesses.

6 **Elemental characteristics:** Take a look at this column to see how your opponent reacts to elemental attacks.
x 1.5: Your opponent suffers 50% more damage than normal.
x 1/2: Your opponent suffers 50% less damage than normal.
Immune (IMM): Your opponent is unscathed.
Absorb (ABS): Attacks actually heal your opponent!
There is also information on how your opponent reacts to the Holy Wht Magic spell (or to the Blessed Gem item).

7 **Enemy Skill:** Kimahri, one of your fighters, can learn this technique by using the Lancet ability against the creature in question.

8 **Status Effects:** This section forms a large part of the table and reveals the monsters' resistance to status effects. 0 indicates that your opponent cannot protect himself against the attack in question, while 95 indicates that he is fairly resistant to such an attack. Your attack will have no effect if your opponent is immune (IMM). Abbreviations of these status effects are shown in the table below.

9 **Steal:** You can use Steal and Mug to rob monsters of items. "Normal" means that, if successful, you have a 75% chance of obtaining the item in question. "Rare" indicates that your chance of obtaining the item is just 25%. You will usually either get a better object or a greater quantity of the object in the Normal column. Incidentally, your character's Luck level does not affect the probability of obtaining an item.

10 **Bribe:** Quite a few monsters can be bribed with Gil. If you are persuasive enough, your opponent will simply slink away and may even leave a few items in his wake. This action is affected by various factors, the most important of which is your opponent's maximum HP.
By bribing 25 times the monster's HP, you are generally guaranteed a successful bribe. You will then receive the items shown in the Bribe Item column. By bribing more than this sum, you increase the chances of gaining more objects. Conversely, should you give less than this, you will diminish the chances of a successful bribe. Should the bribe still prove successful, you will receive fewer items.

11 **Items:** You receive items such as Spheres or healing items when you defeat most of the monsters listed here. In seven out of eight cases, you'll receive the normal item; however, in the remaining one-eighth of cases, you'll receive a rare item. By disposing of your opponent with an Overkill, you will usually receive double the amount of items.

12 **Equipment:** With a bit of luck, victory may also be rewarded with an item of equipment. Take a look at the rate figure to see the probability of this happening: for example, 255/256 indicates that you'll be successful in 255 out of 256 cases.
Ability Slots indicates the possible number of slots assigned to the weapon or armour dropped by the monster after battle. Abilities Attached shows the usual number of abilities attached to the equipment in question. The weapon and armour ability columns 13 show what these attached abilities will be.

14 **AP:** This indicates the amount of AP received after victory by all characters participating in a battle. If you eliminate your opponent with an Overkill, you'll receive the amount shown in brackets.

15 **Gil:** This is the amount of Gil with which you'll be rewarded for defeating the monster. If one of your party has a weapon with the Gillionaire ability attached, this amount will be doubled.

SLC	Silence	PWB	Power Break	DOM	Doom *3	DST	Distiller
SLP	Sleep	MGB	Magic Break	NUL	"Nul..." magic	SNS	Sensor
DRK	Darkness	ARB	Armour Break	SHL	Shell	SCN	Scan
PSN	Poison *1	MNB	Mental Break	PRT	Protect	DEM	Demi
PTR	Petrification	THR	Threaten	RFL	Reflect	DLY	Delay
SLW	Slow	DTH	Death	HST	Haste	EJC	Eject *4
ZMB	Zombie *2	PRV	Provoke	RGN	Regen	ZNM	Zanmato *5

* 1 Poison: The HP lost by your opponent during each battle round is shown in brackets. Thus, (10%) indicates that your victim will automatically suffer damage amounting to 10% of his maximum HP after each turn.
* 2 Zombie: Opponents afflicted by Zombie can generally be killed immediately with either Life, Full-Life or with a Phoenix Down (healing items have the opposite effect upon Zombies). Bear in mind that certain opponents, indicated by (IMM), cannot be disposed of in this fashion (even if they can be Zombified).
* 3 Doom: The figure in brackets indicates the number of turns after which your opponent will bite the dust (if your attack was successful).
* 4 Eject: This is an effect that can be used during Auron's Shooting Star Overdrive.
* 5 Zanmato: The higher the figure, the more resistant the monster is to Yojimbo's Zanmato attack.

BIRAN AND YENKE RONSO

These two characters' stats depend extent on those of Kimahri. Thus if Kimahri's Strength and Magic are high, the Ronsos will start the battle with more HP; if on the other hand Kimahri's HP is high, their Strength and Magic will be boosted. Furthermore, your opponents' Agility will increase in line with Kimahri's.

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ACHELOUS

Gagazet	HP	5100 (7500)	MP	85

Strength	33	Defence	10	Magic	52	Magic Def.	20	Elements	Fire	x1/2	Lightning x1.5
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water	IMM	Ice -	Holy -

Status Effects																	
		SLC	0	SLP	20	DRK	0	PSN	0 (25%)	PTR	0	SLW	IMM	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Water Gem x2	Rare	Healing Spring x1	Bribe	Gil	127500	Item	Healing Spring				
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	60/256	Ability Slots	2-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Strength +5%, Magic +5%, Magic +10%

Armour Abilities MP +10%, Auto-Med — **AP** 730 (1095) **Gil** 420

ADAMANTOISE

Sin, Omega Ruins	HP	54400 (11036)	MP	40

Strength	38	Defence	90	Magic	31	Magic Def.	90	Elements	Fire	ABS	Lightning -
Agility	15	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice -	Holy -

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	75 (5%)	PTR	80	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	0	ZNM	Lv. 3

Steal	Normal	Healing Water x1	Rare	Stamina Tablet x1	Bribe	Gil	1360000	Item	Special Sphere				
Items	Normal	Power Sphere x2	Rare	Power Sphere x4	Equipment	Rate	128/256	Ability Slots	3-4	Abilities Attached	0-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Half MP Cost

Armour Abilities SOS Shell, SOS Protect, HP +20% — **AP** 12500 (18750) **Gil** 2200

AEROUGE

Thunder Plains	HP	200 (300)	MP	220

Strength	1	Defence	1	Magic	16	Magic Def.	120	Elements	Fire	-	Lightning -
Agility	11	Luck	15	Evasion	13	Accuracy	0	Water	x1.5	Ice -	Holy -

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Electro Marble x1	Rare	Lightning Marble x1	Bribe	Gil	5000	Item	Lightning Marble				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike, Distil Mana

Armour Abilities Lightning Ward, Lightningproof, Magic Def +5% — **AP** 92 (184) **Gil** 144

AHRIMAN

Gagazet	HP	2800 (4200)	MP	400

Strength	1	Defence	1	Magic	38	Magic Def.	180	Elements	Fire	-	Lightning -
Agility	24	Luck	15	Evasion	18	Accuracy	0	Water	-	Ice -	Holy -

Status Effects																	
		SLC	20	SLP	20	DRK	IMM	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Musk x2	Rare	Musk x3	Bribe	Gil	70000	Item	Farplane Wind				
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	2-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Distil Speed

Armour Abilities Confuse Ward — **AP** 2200 (4400) **Gil** 650

ALCYONE

Sanubia Desert	HP	430 (645)	MP	42

Strength	16	Defence	1	Magic	1	Magic Def.	1	Elements	Fire	x1.5	Lightning -
Agility	26	Luck	15	Evasion	15	Accuracy	0	Water	-	Ice -	Holy -

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Smoke Bomb x1	Rare	Smoke Bomb x2	Bribe	Gil	10750	Item	Mega Phoenix				
Items	Normal	Speed Sphere, Al Bhed Potion x1	Rare	Speed Sphere, Al Bhed Potion x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Sensor, Piercing (Kimahri and Auron), Distil Speed

Armour Abilities Dark Ward, Magic Def +5% — **AP** 310 (620) **Gil** 240

ANACONDAUR

Calm Lands	HP	5800 (4060)	MP	70

Strength	27	Defence	1	Magic	48	Magic Def.	1	Elements	Fire	-	Lightning ABS
Agility	16	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice -	Holy -

Status Effects																	
		SLC	0	SLP	95	DRK	0	PSN	25 (25%)	PTR	IMM	SLW	IMM	ZMB	25	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Petrify Grenade x1	Rare	Petrify Grenade x2	Bribe	Gil	145000	Item	Healing Water				
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	60/256	Ability Slots	1-3	Abilities Attached	1-3		
								Enemy Skills	Stone Breath				

Weapon Abilities Piercing (Kimahri and Auron), Stonetouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Stone Ward — **AP** 1380 (2070) **Gil** 750

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ANIMA

Macalania Temple	HP	18000 (1400)	MP	50

Strength	25	Defence	1	Magic	20	Magic Def.	1
Agility	25	Luck	20	Evasion	0	Accuracy	30

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	IMM	DEM	0	DLY	IMM	EJC	IMM

Steal Items	Normal	Silence Grenade x3	Rare	Farplane Shadow x1	Bribe Equipment	Gil	-	Item	-		
	Normal	Ability Sphere x1	Rare	Ability Sphere x1		Rate	255/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Darktouch, Silencetouch, Sleeptouch

Armour Abilities: Dark Ward, Silence Ward, Sleep Ward

AP 2500 (3750) **Gil** 3000

AQUA FLAN

Via Purifico with Yuna	HP	2025 (3038)	MP	1

Strength	1	Defence	100	Magic	22	Magic Def.	1
Agility	9	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	-	Lightning	x 1.5	Water	ABS
Ice	-	Holy	-		

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0

Steal Items	Normal	Fish Scale x2	Rare	Dragon Scale x2	Bribe Equipment	Gil	50625	Item	Water Gem		
	Normal	Mana Sphere x1	Rare	Mana Sphere x1		Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Waterstrike, Distil Mana

Armour Abilities: Water Ward

AP 240 (480) **Gil** 340

ARM

Mushroom Rock Road	HP	800 (500)	MP	1

Strength	1	Defence	1	Magic	1	Magic Def.	1
Agility	0	Luck	0	Evasion	0	Accuracy	0

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	0	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	IMM	SHL	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM

Steal Items	Normal	Potion x1	Rare	Potion x1	Bribe Equipment	Gil	-	Item	-		
	Normal	-	Rare	-		Rate	30/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities: Fire Ward, Lightning Ward, Water Ward, Ice Ward

AP 37 (55) **Gil** 300

BANDERSNATCH

Gagazet	HP	1800 (2700)	MP	75

Strength	32	Defence	1	Magic	1	Magic Def.	180
Agility	32	Luck	15	Evasion	11	Accuracy	0

Elements					
Fire	x1.5	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0

Steal Items	Normal	Dream Powder x2	Rare	Dream Powder x3	Bribe Equipment	Gil	45000	Item	Dreaming Powder		
	Normal	Power Sphere x1	Rare	Power Sphere x1		Rate	8/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power, Strength +3%, Magic +3%.

Armour Abilities: Silence Ward, Sleep Ward

AP 820 (1640) **Gil** 880

BARBATOS

Sin	HP	95000 (13560)	MP	480

Strength	42	Defence	90	Magic	38	Magic Def.	15
Agility	28	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	90 (IMM)	PWB	IMM
MGB	IMM	ARB	50	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	0 (5)	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0

Steal Items	Normal	Star Curtain x1	Rare	Blessed Gem x1	Bribe Equipment	Gil	2375000	Item	Teleport Sphere		
	Normal	Power Sphere x1	Rare	Return Sphere x1		Rate	8/256	Ability Slots	2-4	Abilities Attached	1
								Enemy Skills	-		

Weapon Abilities: Piercing

Armour Abilities: HP +20%

AP 17500 (26250) **Gil** 1550

BASHURA

Gagazet	HP	17000 (6972)	MP	5

Strength	34	Defence	45	Magic	1	Magic Def.	1
Agility	16	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	0	SLP	80	DRK	95	PSN	25 (25%)	PTR	50	SLW	0	ZMB	25	PWB	IMM
MGB	0	ARB	0	MNB	0	THR	20	DTH	IMM	PRV	0	DOM	0 (3)	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0

Steal Items	Normal	Soul Spring x1	Rare	Soul Spring x2	Bribe Equipment	Gil	425000	Item	Stamina Spring		
	Normal	Power Sphere x1	Rare	Power Sphere x2		Rate	128/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Counter-Attack

Armour Abilities: SOS Haste, HP +10%

AP 1860 (2790) **Gil** 730

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BASILISK

Djose Highroad	HP	2025 (924)	MP	20

Strength	14	Defence	1	Magic	35	Magic Def.	1	Elements	Fire -	Lightning	x1/2
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	IMM	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Petrify Grenade x1	Rare	Petrify Grenade x1	Bribe	Gil	50625	Item	Petrify Grenade		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	60/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	Stone Breath		

Weapon Abilities Piercing (Kimahri and Auron), Stonetouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities Stone Ward, MP +5%

AP 140 (210) **Gil** 125

BAT EYE

Via Purifico with Yuna	HP	380 (570)	MP	280

Strength	1	Defence	1	Magic	29	Magic Def.	120	Elements	Fire x1.5	Lightning	-
Agility	16	Luck	15	Evasion	13	Accuracy	0	Water -	Ice -	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Silence Grenade x2	Bribe	Gil	9500	Item	Silence Grenade		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Confuse Ward, MP +5%

AP 240 (480) **Gil** 320

BEHEMOTH

Gagazet	HP	23000 (6972)	MP	480

Strength	43	Defence	1	Magic	37	Magic Def.	1	Elements	Fire -	Lightning	-
Agility	23	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy	-

Status Effects																	
	SLC	IMM	SLP	80	DRK	IMM	PSN	50 (25%)	PTR	IMM	SLW	IMM	ZMB	25	PWB	80
MGB	0	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 2

Steal	Normal	Ether x1	Rare	Mana Tablet x1	Bribe	Gil	575000	Item	Lv. 2 Key Sphere		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	128/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	Mighty Guard		

Weapon Abilities Piercing (Kimahri and Auron), Zombietouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), SOS Overdrive

Armour Abilities SOS Shell, SOS Protect, SOS Reflect

AP 6540 (9810) **Gil** 1350

BEHEMOTH KING

Sin	HP	67500 (13560)	MP	700

Strength	46	Defence	25	Magic	44	Magic Def.	25	Elements	Fire -	Lightning	-
Agility	27	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy	-

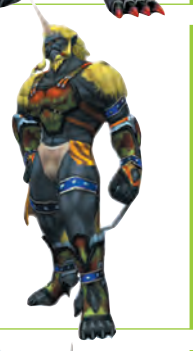
Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	80
MGB	80	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 2

Steal	Normal	Healing Spring x1	Rare	Twin Stars x2	Bribe	Gil	1687500	Item	Three Stars		
Items	Normal	Power Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	Mighty Guard		

Weapon Abilities Piercing (Kimahri and Auron), Zombietouch, SOS Overdrive

Armour Abilities SOS Shell, SOS Protect, SOS Reflect

AP 16800 (25200) **Gil** 1850



BIRAN RONSO

Gagazet	HP	* (2500)	MP	200

Strength	**	Defence	30	Magic	***	Magic Def.	50	Elements	Fire -	Lightning	-
Agility	****	Luck	15	Evasion	0	Accuracy	100	Water -	Ice -	Holy	-

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (20)	NUL	0	SHL	0	PRT	0
RFL	IMM	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x2	Bribe	Gil	-	Item	-		
Items	Normal	Return Sphere x1	Rare	Friend Sphere x1	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1
								Enemy Skills	Thrust Kick, Self-Destruct, Doom, Mighty Guard		

Weapon Abilities Piercing

Armour Abilities MP +20%

AP 4500 (6750) **Gil** 1500

BITE BUG

Djose Highroad	HP	200 (300)	MP	10

Strength	13	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning	-
Agility	15	Luck	15	Evasion	12	Accuracy	0	Water -	Ice x1.5	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Antidote x1	Rare	Poison Fang x1	Bribe	Gil	5000	Item	Poison Fang		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu).

Armour Abilities Poison Ward, MP +5%

AP 40 (80) **Gil** 62

* rises in tandem with Kimahri's Strengh and Magic ** Depends on Kimahri's HP. *** 1/2 of Yenke's Magic **** Kimahri's Agility -4

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BLACK ELEMENT

Omega Ruins	HP	7600 (11400)	MP	500

Strength	1	Defence	240	Magic	28	Magic Def.	1	Elements		Fire	-
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-
Lightning	-	Holy	-								

Status Effects																	
	SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0
EJC	0	ZNM	Lv. 1														

Steal	Normal	Hi-Potion x1	Rare	Shining Gem x4	Bribe	Gil	190000	Item	Blk Magic Sphere		
Items	Normal	Mana Sphere x1	Rare	Return Sphere x1	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Mana

Armour Abilities Fire Ward, Fireproof, Lightning Ward, Lightningproof, Waterproof, Ice Ward, Iceproof — **AP** 3150 (6300) **Gil** 1040

BLUE ELEMENT

Macalania Woods	HP	1500 (2250)	MP	220

Strength	1	Defence	120	Magic	27	Magic Def.	1	Elements		Fire	x1/2
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water	ABS	Ice	x1/2
Lightning	x1.5	Holy	-								

Status Effects																	
	SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	0	ZNM	Lv. 1														

Steal	Normal	Fish Scale x2	Rare	Fish Scale x3	Bribe	Gil	37500	Item	Water Gem		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike, Distil Mana

Armour Abilities Water Ward, Waterproof — **AP** 240 (480) **Gil** 180

BOMB

Mi'ihen Highroad	HP	850 (560)	MP	30

Strength	19	Defence	1	Magic	20	Magic Def.	1	Elements		Fire	ABS
Agility	11	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	x1.5
Lightning	-	Holy	-								

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	IMM	ZNM	Lv. 1														

Steal	Normal	Bomb Fragment x2	Rare	Bomb Fragment x3	Bribe	Gil	21250	Item	Bomb Core		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	Self-Destruct		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Distil Power

Armour Abilities Fire Ward — **AP** 22 (44) **Gil** 70

BOMB

Home	HP	2200 (1432)	MP	45

Strength	20	Defence	1	Magic	17	Magic Def.	1	Elements		Fire	ABS
Agility	11	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	x1.5
Lightning	-	Holy	-								

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	IMM	ZNM	Lv. 1														

Steal	Normal	Bomb Core x2	Rare	Bomb Core x3	Bribe	Gil	55000	Item	Fire Gem		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	Self-Destruct		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Distil Power

Armour Abilities Fire Ward — **AP** 620 (1240) **Gil** 470

BRASKA'S FINAL AEON

Sin	HP	60000 (20000)	MP	100

Strength	45	Defence	100	Magic	50	Magic Def.	100	Elements		Fire	-
Agility	44	Luck	15	Evasion	0	Accuracy	10	Water	-	Ice	-
Lightning	-	Holy	-								

Status Effects																	
	SLC	75	SLP	IMM	DRK	0	PSN	90 (1%)	PTR	IMM	SLW	IMM	ZMB	50 (IMM)	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	IMM	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM
EJC	IMM	ZNM	Lv. 5														

Steal	Normal	Turbo Ether x1	Rare	Elixir x1	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - — **AP** 0 (0) **Gil** 0

BRASKA'S FINAL AEON

Sin	HP	120000 (20000)	MP	100

Strength	50	Defence	100	Magic	50	Magic Def.	100	Elements		Fire	-
Agility	44	Luck	15	Evasion	0	Accuracy	10	Water	-	Ice	-
Lightning	-	Holy	-								

Status Effects																	
	SLC	75	SLP	IMM	DRK	0	PSN	90 (1%)	PTR	IMM	SLW	IMM	ZMB	50 (IMM)	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	IMM	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM
EJC	IMM	ZNM	Lv. 5														

Steal	Normal	Turbo Ether x1	Rare	Elixir x1	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - — **AP** 0 (0) **Gil** 0

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BUER

Thunder Plains	HP	230 (345)	MP	250

Strength	1	Defence	1	Magic	22	Magic Def.	120	Elements	Fire -	Lightning -	
Agility	12	Luck	15	Evasion	12	Accuracy	0	Water x1.5	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Musk x1	Bribe	Gil	5750	Item	Musk		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Distil Speed

Armour Abilities Confuse Ward, MP +5% — AP 92 (184) — Gil 132

BUNYIP

Djose Highroad	HP	400 (600)	MP	15

Strength	22	Defence	1	Magic	1	Magic Def.	120	Elements	Fire -	Lightning -	
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water x1.5	Ice x1.5	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Hypello Potion x1	Bribe	Gil	10000	Item	Hypello Potion		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Berserk Ward, Defence +3% — AP 48 (96) — Gil 97

CACTUAR

Sanubia Desert	HP	800 (1200)	MP	1

Strength	23	Defence	1	Magic	1	Magic Def.	255	Elements	Fire -	Lightning -	
Agility	24	Luck	15	Evasion	20	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	0	ZNM	Lv. 2

Steal	Normal	Chocobo Feather x1	Rare	Chocobo Wing x1	Bribe	Gil	-	Item	-		
Items	Normal	Speed Sphere x2	Rare	Speed Sphere x3	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Initiative

Armour Abilities HP Stroll, MP Stroll, HP +10% — AP 8000 (12000) — Gil 1500

CAVE IGUION

Via Purifico with Yuna	HP	550 (825)	MP	1

Strength	24	Defence	1	Magic	1	Magic Def.	120	Elements	Fire x1/2	Lightning -	
Agility	21	Luck	15	Evasion	9	Accuracy	0	Water x1/2	Ice x1.5	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	Bribe	Gil	13750	Item	Petrify Grenade		
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Slow Ward, Defence +5% — AP 240 (480) — Gil 300

CHIMERA

Macalania Woods	HP	5250 (1432)	MP	130

Strength	25	Defence	1	Magic	22	Magic Def.	1	Elements	Fire x1/2	Lightning -	
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	0 (10%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Arctic Wind x1	Rare	Lightning Marble x1	Bribe	Gil	131250	Item	Mana Tablet		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	60/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	Aqua Breath		

Weapon Abilities Piercing (Kimahri and Auron), Magic +5%, Magic +10%, Distil Mana

Armour Abilities Magic Def +10% — AP 1220 (1830) — Gil 970

CHIMERA

Home	HP	9000 (1432)	MP	200

Strength	30	Defence	1	Magic	25	Magic Def.	1	Elements	Fire x1/2	Lightning -	
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Arctic Wind x3	Rare	Lightning Marble x3	Bribe	Gil	225000	Item	Underdog's Secret		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	60/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	Aqua Breath		

Weapon Abilities Piercing (Kimahri and Auron), Magic +5%, Magic +10%, Distil Mana

Armour Abilities Magic Def +10% — AP 2000 (3000) — Gil 980

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CHIMERA BRAIN

Calm Lands | HP 9800 (4060) | MP 250

Strength	34	Defence	10	Magic	32	Magic Def.	10	Elements		Fire	x1/2	Lightning	-		
Agility	14	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice	-	Holy	-		

Status Effects																			
	SLC	95	SLP	IMM	DRK	0	PSN	25 (10%)	PTR	0	SLW	0	ZMB	25	PWB	0			
MGB	25	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Ice Gem x1	Rare	Lightning Gem x2	Bribe	Gil	245000	Item	Lv. 4 Key Sphere				
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	60/256	Ability Slots	2-3	Abilities Attached	1-3		
								Enemy Skills	Aqua Breath				

Weapon Abilities Piercing (Kimahri and Auron), Magic +5%, Magic +10%, Distil Mana

Armour Abilities Magic Def +10% | AP 1200 (1800) | Gil 1000

CHOCOBO EATER

Mi'ihen Highroad | HP 10000 (800) | MP 5

Strength	25	Defence	25	Magic	20	Magic Def.	35	Elements		Fire	x1.5	Lightning	-		
Agility	12	Luck	15	Evasion	0	Accuracy	25	Water	-	Ice	-	Holy	-		

Status Effects																			
	SLC	IMM	SLP	IMM	DRK	0	PSN	40 (5%)	PTR	IMM	SLW	0	ZMB	IMM	PWB	50			
MGB	50	ARB	50	MNB	50	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Potion x1	Rare	Potion x1	Bribe	Gil	-	Item	-				
Items	Normal	Lv. 1 Key Sphere x2*	Rare	Lv. 1 Key Sphere x2*	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Sensor, Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Strength +10% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Magic +10% (Yuna and Lulu)

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward | AP 90 (135) | Gil 970

COEURL

Calm Lands, Cavern of the Stolen Fayth | HP 6000 (4060) | MP 480

Strength	38	Defence	1	Magic	26	Magic Def.	40	Elements		Fire	-	Lightning	x1/2		
Agility	18	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	x1/2	Holy	-		

Status Effects																			
	SLC	95	SLP	95	DRK	0	PSN	25 (25%)	PTR	IMM	SLW	0	ZMB	25	PWB	0			
MGB	25	ARB	0	MNB	0	THR	IMM	DTH	25	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Mana Spring x1	Rare	Mana Spring x1	Bribe	Gil	150000	Item	Friend Sphere				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x2	Equipment	Rate	60/256	Ability Slots	2-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Deathstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Magic +10%

Armour Abilities Death Ward, Defence +10%, Magic Def +10% | AP 1300 (1950) | Gil 1100

CONDOR

Besaid Island | HP 95 (143) | MP 15

Strength	9	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	x1.5	Lightning	-		
Agility	11	Luck	15	Evasion	10	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Phoenix Down x1	Rare	Smoke Bomb x1	Bribe	Gil	2375	Item	Smoke Bomb				
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Sensor, Piercing (Kimahri and Auron), Distil Speed

Armour Abilities Dark Ward, Magic Def +3% | AP 2 (4) | Gil 12

CRAWLER

Lake Macalania | HP 16000 (4000) | MP 1

Strength	25	Defence	100	Magic	30	Magic Def.	50	Elements		Fire	x1/2	Lightning	x1.5		
Agility	20	Luck	15	Evasion	0	Accuracy	30	Water	x1/2	Ice	x1/2	Holy	x1/2		

Status Effects																			
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM			
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	IMM	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Lunar Curtain x1	Rare	Lunar Curtain x2	Bribe	Gil	-	Item	-				
Items	Normal	Elixir x1	Rare	Elixir x2	Equipment	Rate	255/256	Ability Slots	2-4	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Alchemy

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward | AP 4400 (6600) | Gil 7000

DARK ELEMENT

Cavern of the Stolen Fayth | HP 1800 (2700) | MP 280

Strength	1	Defence	190	Magic	30	Magic Def.	1	Elements		Fire	-	Lightning	-		
Agility	11	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																			
	SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Shining Thorn x1	Rare	Shining Thorn x2	Bribe	Gil	45000	Item	Return Sphere				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1	Abilities Attached	0-1		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Mana

Armour Abilities Fire Ward, Lightning Ward, Lightningproof, Water Ward, Ice Ward | AP 810 (1620) | Gil 520

* Only if you push him down

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DARK FLAN

Mt. Gagazet | **HP** 12800 (19200) | **MP** 250

Strength	1	Defence	220	Magic	30	Magic Def.	200	Elements	Fire x1/2	Lightning x1/2	
Agility	11	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice x1/2	Holy -	

Status Effects																	
			SLC	80	SLP	IMM	DRK	20	PSN	IMM	PTR	IMM	SLW	95	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	IMM	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Star Curtain x1	Rare	Star Curtain x2	Bribe	Gil	320000	Item	Wht Magic Sphere		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x2	Equipment	Rate	128/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	White Wind		

Weapon Abilities Piercing (Kimahri and Auron), Magic +5%, Magic +10%, Distil Mana

Armour Abilities MP +10%, MP +20% | **AP** 3750 (7500) | **Gil** 1080

DEFENDER

Cavern of the Stolen Fayth | **HP** 12000 (4060) | **MP** 1

Strength	40	Defence	1	Magic	5	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	11	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
			SLC	0	SLP	IMM	DRK	95	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (10)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Lunar Curtain x1	Rare	Lunar Curtain x2	Bribe	Gil	300000	Item	Stamina Tablet		
Items	Normal	Power Sphere x2	Rare	Power Sphere x2	Equipment	Rate	60/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), (Yuna and Lulu), Distil Power

Armour Abilities SOS Protect, Defence +10% | **AP** 2700 (4050) | **Gil** 1300

DEFENDER X

Calm Lands | **HP** 64000 (4060) | **MP** 1

Strength	42	Defence	30	Magic	5	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
			SLC	IMM	SLP	IMM	DRK	95	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (10)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 1

Steal	Normal	Lunar Curtain x4	Rare	Lunar Curtain x4	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 2 Key Sphere x2	Rare	Lv. 2 Key Sphere x2	Equipment	Rate	60/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +3%, (except Yuna and Lulu), Strength +10% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Magic +10% (Yuna and Lulu), Distil Power

Armour Abilities SOS Protect | **AP** 6600 (9900) | **Gil** 3500

DEFENDER Z

Dome, Omega Ruins | **HP** 42300 (8848) | **MP** 1

Strength	45	Defence	70	Magic	5	Magic Def.	70	Elements	Fire -	Lightning -	
Agility	16	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
			SLC	IMM	SLP	IMM	DRK	20	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (10)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Lunar Curtain x2	Rare	Lunar Curtain x2	Bribe	Gil	1057500	Item	Designer Wallet		
Items	Normal	Lv. 2 Key Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	60/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Strength +10% (except Yuna and Lulu), Distil Power

Armour Abilities SOS Protect, Defence +10% | **AP** 6000 (9000) | **Gil** 2400

DEMONOLITH

Sin, Omega Ruins | **HP** 45000 (13560) | **MP** 9999

Strength	33	Defence	1	Magic	99	Magic Def.	1	Elements	Fire x1/2	Lightning x1/2	
Agility	18	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice x1/2	Holy x1.5	

Status Effects																	
			SLC	50	SLP	IMM	DRK	50	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	50
MGB	0	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	IMM	DOM	0 (10)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Petrify Grenade x2	Rare	Petrify Grenade x2	Bribe	Gil	1125000	Item	Lv. 3 Key Sphere		
Items	Normal	Mana Sphere x2	Rare	Lv. 3 Key Sphere x2	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Stonetouch, Stonestrike

Armour Abilities Stone Ward, Stoneproof, No Encounters | **AP** 11000 (16500) | **Gil** 1470

DINGO

Besaid Island | **HP** 125 (188) | **MP** 10

Strength	13	Defence	1	Magic	1	Magic Def.	120	Elements	Fire x1.5	Lightning -	
Agility	10	Luck	15	Evasion	5	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
			SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Potion x1	Rare	Sleeping Powder x1	Bribe	Gil	3125	Item	Sleeping Powder		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Silencetouch, Sleeptouch, Magic Def +3% | **AP** 2 (4) | **Gil** 15

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DINONIX

Kilika Woods | HP 140 (210) | MP 25

Strength	14	Defence	1	Magic	1	Magic Def.	120	Elements		Fire	x1/2	Lightning	-		
Agility	13	Luck	15	Evasion	5	Accuracy	0	Water	-	Ice	x1.5	Holy	-		

Status Effects															
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB 0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL 0	PRT 0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC 0	ZNM Lv. 1

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	Bribe	Gil	3500	Item	Petrify Grenade		
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2

Enemy Skills -

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Slow Ward, Defence +3%

AP 9 (18) | Gil 27

DUAL HORN

Mi'ihen Highroad | HP 1875 (560) | MP 18

Strength	22	Defence	1	Magic	3	Magic Def.	1	Elements		Fire	-	Lightning	-		
Agility	12	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects															
	SLC	20	SLP	0	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB 0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL 0	PRT 0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC 0	ZNM Lv. 1

Steal	Normal	Potion x1	Rare	Hi-Potion x1	Bribe	Gil	46875	Item	Hi-Potion		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	128/256	Ability Slots	1-2	Abilities Attached	1-2

Enemy Skills Fire Breath

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Silencetouch, Distil Ability

Armour Abilities HP +5%

AP 42 (63) | Gil 105

DUAL HORN

Home | HP 3795 (1432) | MP 22

Strength	27	Defence	1	Magic	8	Magic Def.	1	Elements		Fire	-	Lightning	-		
Agility	17	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects															
	SLC	20	SLP	0	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB 0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL 0	PRT 0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC 0	ZNM Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Mega-Potion x1	Bribe	Gil	94875	Item	Mega Potion		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	60/256	Ability Slots	1-2	Abilities Attached	1-2

Enemy Skills Fire Breath

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Silencetouch, Distil Ability

Armour Abilities HP +5%, HP +10%

AP 820 (1230) | Gil 520

EPAAJ

Calm Lands, Cavern of the Stolen Fayth | HP 8700 (4060) | MP 25

Strength	28	Defence	20	Magic	1	Magic Def.	20	Elements		Fire	-	Lightning	-		
Agility	28	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects															
	SLC	20	SLP	IMM	DRK	95	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB IMM
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL 0	PRT 0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC 0	ZNM Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Hi-Potion x2	Bribe	Gil	217500	Item	Farplane Wind		
Items	Normal	Ability Sphere x2	Rare	Ability Sphere x2	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3

Enemy Skills -

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), SOS Overdrive

Armour Abilities Defence +5%

AP 970 (1455) | Gil 950

EVIL EYE

Lake Macalania | HP 310 (465) | MP 300

Strength	1	Defence	1	Magic	26	Magic Def.	120	Elements		Fire	x1.5	Lightning	-		
Agility	15	Luck	15	Evasion	13	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects															
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB 0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL 0	PRT 0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC 0	ZNM Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Musk x1	Bribe	Gil	7750	Item	Musk		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3

Enemy Skills -

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Distil Speed

Armour Abilities Confuse Ward, MP +10%

AP 300 (600) | Gil 205

EVIL EYE

Home | HP 430 (645) | MP 310

Strength	1	Defence	1	Magic	25	Magic Def.	120	Elements		Fire	x1.5	Lightning	-		
Agility	17	Luck	15	Evasion	13	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects															
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB 0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL 0	PRT 0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC 0	ZNM Lv. 1

Steal	Normal	Musk x1	Rare	Musk x2	Bribe	Gil	10750	Item	Musk		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3

Enemy Skills -

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Distil Speed

Armour Abilities Confuse Ward, MP +5%

AP 480 (960) | Gil 280

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EVRAE

Airship	HP	32000 (2000)	MP	500

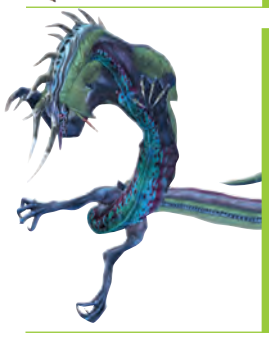
Strength	36	Defence	1	Magic	30	Magic Def.	1	Elements	Fire	x1/2	Lightning x1/2
Agility	20	Luck	15	Evasion	0	Accuracy	100	Water x1/2	Ice	x1/2	Holy -

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	50	PSN	IMM	PTR	IMM	SLW	50	ZMB	IMM	PWB	0	
MGB	IMM	ARB	IMM	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (30)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Water Gem x1	Rare	Water Gem x2	Bribe	Gil	-	Item	-		
Items	Normal	Blk Magic Sphere x1	Rare	Blk Magic Sphere x1	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Stonetouch

Armour Abilities Stone Ward — AP 5400 (8100) — Gil 2600



EVRAE ALTANA

Via Purifico with Tidus, Wakka and Rikku	HP	16384 (2000)	MP	200

Strength	32	Defence	1	Magic	27	Magic Def.	1	Elements	Fire	-	Lightning -
Agility	25	Luck	15	Evasion	0	Accuracy	100	Water -	Ice	-	Holy x1.5

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	50	PSN	IMM	PTR	IMM	SLW	50	ZMB	*	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Water Gem x2	Rare	Healing Spring x1	Bribe	Gil	-	Item	-		
Items	Normal	Blk Magic Sphere x1	Rare	Blk Magic Sphere x1	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri und Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (außer Yuna und Lulu), Strength +5% (außer Yuna und Lulu), Magic +3% (Yuna und Lulu), Magic +5% (Yuna und Lulu)

Armour Abilities Darkproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof — AP 5800 (8700) — Gil 3000

EXORAY

Sin	HP	7400 (11100)	MP	300

Strength	1	Defence	1	Magic	24	Magic Def.	1	Elements	Fire	x1.5	Lightning ABS
Agility	14	Luck	15	Evasion	0	Accuracy	0	Water ABS	Ice	ABS	Holy -

Status Effects																	
	SLC	20	SLP	20	DRK	IMM	PSN	0 (25%)	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Silence Grenade x3	Rare	Ether x1	Bribe	Gil	185000	Item	Turbo Ether		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Sleeptouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Sleep Ward, MP +10% — AP 2400 (4800) — Gil 840

EXTRACTOR

Moonflow	HP	4000 (600)	MP	10

Strength	23	Defence	1	Magic	15	Magic Def.	1	Elements	Fire	x1/2	Lightning x1.5
Agility	15	Luck	15	Evasion	0	Accuracy	30	Water x1/2	Ice	x1/2	Holy x1/2

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	50	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	IMM	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Potion x1	Rare	Potion x1	Bribe	Gil	-	Item	-		
Items	Normal	Mega-Phoenix x1	Rare	Mega-Phoenix x2	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost — AP 660 (990) — Gil 2400

FALLEN MONK

Dome	HP	3300 (4950)	MP	1

Strength	28	Defence	40	Magic	33	Magic Def.	40	Elements	Fire	-	Lightning -
Agility	27	Luck	15	Evasion	0	Accuracy	0	Water -	Ice	-	Holy -

Status Effects																	
	SLC	IMM	SLP	80	DRK	95	PSN	50 (25%)	PTR	50	SLW	IMM	ZMB	**	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (15)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Candle of Life x2	Rare	Purifying Salt x1	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5%, Magic Counter

Armour Abilities Zombie Ward, Magic Def +5% — AP 1200 (2400) — Gil 540

FALLEN MONK

Dome	HP	3300 (4950)	MP	1

Strength	28	Defence	40	Magic	33	Magic Def.	40	Elements	Fire	-	Lightning -
Agility	27	Luck	15	Evasion	0	Accuracy	0	Water -	Ice	-	Holy -

Status Effects																	
	SLC	IMM	SLP	80	DRK	95	PSN	50 (25%)	PTR	50	SLW	IMM	ZMB	**	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (15)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Candle of Life x2	Rare	Purifying Salt x1	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5%, Magic Counter

Armour Abilities Zombie Ward, Magic Def +5% — AP 1200 (2400) — Gil 540

* Already in a Zombie state, Phoenix Down or Life will halve the HP ** Already in a Zombie state

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FLAME FLAN

Calm Lands	HP	1500 (2250)	MP	200

Strength	1	Defence	180	Magic	20	Magic Def.	1
Agility	6	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	ABS	Lightning	x1/2	Water	x1/2
Ice	x1.5	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Fire Gem x1	Rare	Fire Gem x2	Bribe	Gil	37500	Item	Fire Gem		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Distil Mana

Armour Abilities: Fire Ward, Fireproof

AP 480 (960) **Gil** 448

FLOATING DEATH

Omega Ruins	HP	6700 (10050)	MP	520

Strength	1	Defence	1	Magic	45	Magic Def.	120
Agility	33	Luck	15	Evasion	18	Accuracy	0

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	IMM	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Musk x4	Rare	Musk x5	Bribe	Gil	167500	Item	Gambler's Spirit		
Items	Normal	Mana Sphere x2	Rare	Mana Sphere x3	Equipment	Rate	8/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Distil Speed

Armour Abilities: Confuse Ward, Confuseproof, MP +10%

AP 7100 (14200) **Gil** 1265

FLOATING EYE

Mi'ihen Highroad	HP	140 (210)	MP	200

Strength	1	Defence	1	Magic	18	Magic Def.	120
Agility	10	Luck	15	Evasion	11	Accuracy	0

Elements					
Fire	-	Lightning	x 1.5	Water	-
Ice	-	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Echo Screen x1	Rare	Musk x1	Bribe	Gil	3500	Item	Musk		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Distil Speed

Armour Abilities: Confuse Ward, MP +5%

AP 21 (42) **Gil** 44

FUNGUAR

Mushroom Rock Road	HP	540 (810)	MP	60

Strength	1	Defence	1	Magic	26	Magic Def.	1
Agility	4	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	x1/2	Water	x1/2
Ice	x1/2	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	IMM	PSN	0 (25%)	PTR	0	SLW	0	ZMB	IMM	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Silence Grenade x1	Rare	Ether x1	Bribe	Gil	13500	Item	Turbo Ether		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Sleeptouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities: Sleep Ward, MP +5%

AP 44 (88) **Gil** 42

GANDAREWA

Mushroom Rock Road	HP	148 (220)	MP	160

Strength	1	Defence	1	Magic	23	Magic Def.	120
Agility	9	Luck	15	Evasion	12	Accuracy	0

Elements					
Fire	-	Lightning	-	Water	x1.5
Ice	-	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Electro Marble x1	Rare	Electro Marble x2	Bribe	Gil	3700	Item	Lightning Marble		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Lightningstrike, Distil Mana

Armour Abilities: Lightning Ward, Magic Def +3%

AP 32 (64) **Gil** 62

GARM

Djose Highroad	HP	240 (360)	MP	35

Strength	17	Defence	1	Magic	1	Magic Def.	120
Agility	16	Luck	15	Evasion	7	Accuracy	0

Elements					
Fire	x1.5	Lightning	x1.5	Water	-
Ice	-	Holy	-		

Status Effects																			
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0			
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Sleeping Powder x1	Bribe	Gil	6000	Item	Sleeping Powder		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities: Silence Ward, Sleep Ward, Magic Def +3%

AP 48 (96) **Gil** 88

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GARUDA

Besaid Island	HP	1400 (2100)	MP	50

Strength	13	Defence	1	Magic	10	Magic Def.	1	Elements	Fire -	Lightning -
Agility	7	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -

Status Effects																			
	SLC	20	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	IMM	PWB	0
MGB 0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	IMM	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-			
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Darktouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities Dark Ward — **AP** 8 (12) **Gil** 30

GARUDA

Luca Stadium	HP	1800 (500)	MP	10

Strength	18	Defence	1	Magic	12	Magic Def.	1	Elements	Fire -	Lightning -
Agility	10	Luck	15	Evasion	0	Accuracy	20	Water -	Ice -	Holy -

Status Effects																			
	SLC	0	SLP	IMM	DRK	0	PSN	0 (10%)	PTR	IMM	SLW	0	ZMB	0	PWB	0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-			
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-3	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities Dark Ward — **AP** 28 (42) **Gil** 0

GARUDA

Mushroom Rock Road	HP	4000 (560)	MP	50

Strength	21	Defence	1	Magic	40	Magic Def.	1	Elements	Fire -	Lightning -
Agility	14	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -

Status Effects																			
	SLC	20	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	IMM	SLW	0	ZMB	0	PWB	0
MGB 0	ARB	0	MNB	0	THR	0	DTH	0	PRV	IMM	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Smoke Bomb x1	Rare	Smoke Bomb x2	Bribe	Gil	100000	Item	Smoke Bomb			
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	128/256	Ability Slots	1-2	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Darktouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities Dark Ward — **AP** 170 (255) **Gil** 140

GEMINI

Sin, Omega Ruins	HP	36000 (13560)	MP	1

Strength	33	Defence	50	Magic	1	Magic Def.	30	Elements	Fire ABS	Lightning ABS
Agility	21	Luck	0	Evasion	1	Accuracy	9	Water -	Ice -	Holy -

Status Effects																			
	SLC	20	SLP	80	DRK	20	PSN	90 (20%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB 0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Lunar Curtain x1	Rare	Lunar Curtain x2	Bribe	Gil	900000	Item	Stamina Tonic			
Items	Normal	Power Sphere x1	Rare	Power Sphere x2	Equipment	Rate	80/256	Ability Slots	2-4	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Strength +10% (except Yuna and Lulu), Magic +10% (Yuna and Lulu)

Armour Abilities SOS Regen, HP +10% — **AP** 7800 (11700) **Gil** 1111

GEMINI

Sin, Omega Ruins	HP	36000 (13560)	MP	1

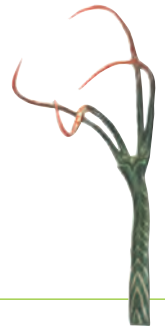
Strength	33	Defence	50	Magic	1	Magic Def.	30	Elements	Fire -	Lightning -
Agility	21	Luck	15	Evasion	0	Accuracy	0	Water ABS	Ice ABS	Holy -

Status Effects																			
	SLC	20	SLP	80	DRK	20	PSN	90 (20%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB 0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Lunar Curtain x1	Rare	Lunar Curtain x2	Bribe	Gil	900000	Item	Mana Tonic			
Items	Normal	Power Sphere x1	Rare	Power Sphere x2	Equipment	Rate	80/256	Ability Slots	2-4	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Strength +10% (except Yuna and Lulu), Magic +10% (Yuna and Lulu)

Armour Abilities SOS Regen, HP +10% — **AP** 7800 (11700) **Gil** 1111



GENEAUX'S TENTACLE

Kilika Temple	HP	450 (500)	MP	10

Strength	14	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning x1/2
Agility	10	Luck	10	Evasion	0	Accuracy	20	Water ABS	Ice x1/2	Holy -

Status Effects																			
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0
MGB 0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-			
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-	
								Enemy Skills	-			

Weapon Abilities -

Armour Abilities - — **AP** 5 (7) **Gil** 30

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GEOSGAENO

Submerged Ruins | **HP** 32767 | **MP** 128

Strength	36	Defence	50	Magic	40	Magic Def.	50
Agility	48	Luck	15	Evasion	0	Accuracy	50

Elements: Fire x1.5, Lightning x1.5, Water x1.5, Ice x1.5, Holy x1.5

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	95 (10%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-
								Abilities Attached	-
								Enemy Skills	-

Weapon Abilities: -

Armour Abilities: - | **AP** 0 (0) | **Gil** 0

GEOSGAENO

Baaj Temple | **HP** 32767 (32767) | **MP** 128

Strength	36	Defence	50	Magic	40	Magic Def.	50
Agility	48	Luck	15	Evasion	0	Accuracy	50

Elements: Fire x1.5, Lightning x1.5, Water x1.5, Ice x1.5, Holy x1.5

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	95 (10%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Water Gem x1	Rare	Water Gem x2	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x2	Rare	Power Sphere x2	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1
								Enemy Skills	-		

Weapon Abilities: No Encounters

Armour Abilities: Auto-Reflect | **AP** 4200 (6300) | **Gil** 1000

GHOST

Cavern of the Stolen Fayth | **HP** 9999 (4060) | **MP** 350

Strength	1	Defence	120	Magic	33	Magic Def.	1
Agility	14	Luck	15	Evasion	0	Accuracy	0

Elements: Fire *, Lightning *, Water *, Ice *, Holy x1.5

Status Effects																	
	SLC	95	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (7)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Phoenix Down x2	Rare	Farplane Shadow x1	Bribe	Gil	249975	Item	Mega Phoenix		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	60/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	Doom		

Weapon Abilities: Piercing (Kimahri and Auron), Magic +5%, Magic +10%, Distil Mana

Armour Abilities: Death Ward, MP +10%, No Encounters | **AP** 1450 (2175) | **Gil** 810

GOLD ELEMENT

Thunder Plains | **HP** 1200 (1800) | **MP** 180

Strength	1	Defence	120	Magic	32	Magic Def.	1
Agility	7	Luck	15	Evasion	0	Accuracy	0

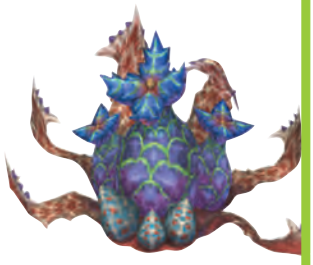
Elements: Fire x1/2, Lightning ABS, Water x1.5, Ice x1/2, Holy -

Status Effects																	
	SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Electro Marble x1	Rare	Electro Marble x2	Bribe	Gil	30000	Item	Lightning Marble		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Lightningstrike, Distil Mana

Armour Abilities: Lightning Ward, Lightningproof | **AP** 92 (184) | **Gil** 107



GRAT

Mt. Gagazet | **HP** 4000 (6000) | **MP** 25

Strength	28	Defence	50	Magic	1	Magic Def.	50
Agility	12	Luck	15	Evasion	0	Accuracy	0

Elements: Fire x1.5, Lightning -, Water IMM, Ice -, Holy -

Status Effects																	
	SLC	20	SLP	80	DRK	IMM	PSN	25 (25%)	PTR	25	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	50	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Antidote x4	Rare	Remedy x3	Bribe	Gil	100000	Item	Remedy		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	16/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	Seed Cannon		

Weapon Abilities: Piercing (Kimahri and Auron), Poisontouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities: Poison Ward, HP +5%, HP +10% | **AP** 980 (1960) | **Gil** 520

GREAT MALBORO

Sin, Omega Ruins | **HP** 64000 (13560) | **MP** 1

Strength	36	Defence	1	Magic	42	Magic Def.	1
Agility	18	Luck	15	Evasion	0	Accuracy	0

Elements: Fire x1.5, Lightning -, Water IMM, Ice IMM, Holy -

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	50
MGB	50	ARB	50	MNB	50	THR	IMM	DTH	IMM	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 2

Steal	Normal	Remedy x1	Rare	Mana Tablet x1	Bribe	Gil	1600000	Item	Wings to Discovery		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	128/256	Ability Slots	3-4	Abilities Attached	1-3
								Enemy Skills	Bad Breath		

Weapon Abilities: Piercing (Kimahri and Auron), Darktouch, Silencetouch, Sleeptouch, Poisontouch

Armour Abilities: Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward | **AP** 21000 (31500) | **Gil** 1900

* variable

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GRENADE

Mt. Gagazet	HP	7500 (5384)	MP	63

Strength	26	Defence	1	Magic	24	Magic Def.	150	Elements		Fire	ABS	Lightning	-
Agility	17	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	x1.5	Holy	-

Status Effects																	
		SLC	95	SLP	IMM	DRK	95	PSN	25 (25%)	PTR	50	SLW	0	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	50	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 1

Steal	Normal	Fire Gem x2	Rare	Fire Gem x3	Bribe	Gil	187500	Item	Shining Gem			
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	40/256	Ability Slots	2-3	Abilities Attached	1-2	
								Enemy Skills	Self-Destruct			

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Distil Power

Armour Abilities Fire Ward, Fireproof — **AP** 1350 (2700) **Gil** 540

GRENDEL

Mt. Gagazet	HP	9500 (6972)	MP	62

Strength	41	Defence	50	Magic	23	Magic Def.	1	Elements		Fire	x1/2	Lightning	-
Agility	31	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	0	SLP	80	DRK	95	PSN	25 (25%)	PTR	25	SLW	IMM	ZMB	25	PWB	0
MGB	IMM	ARB	0	MNB	0	THR	0	DTH	50	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Mega-Potion x1	Bribe	Gil	237500	Item	Mega Potion			
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3	
								Enemy Skills	Fire Breath			

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Silencetouch, Distil Ability

Armour Abilities HP +10% — **AP** 2600 (3900) **Gil** 730

GROTHIA

Via Purifico with Yuna	HP	8000 (2550)	MP	600

Strength	23	Defence	10	Magic	21	Magic Def.	1	Elements		Fire	ABS	Lightning	-
Agility	18	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-			
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-	
								Enemy Skills	-			

Weapon Abilities -

Armour Abilities - — **AP** 0 (0) **Gil** 0

GUADO GUARDIAN

Macalania Temple	HP	2000 (2000)	MP	10

Strength	10	Defence	1	Magic	15	Magic Def.	1	Elements		Fire	-	Lightning	-
Agility	12	Luck	15	Evasion	0	Accuracy	100	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	20	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	10	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 4

Steal	Normal	Hi-Potion x1	Rare	Ether x1	Bribe	Gil	50000	Item	Ether			
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-3	
								Enemy Skills	-			

Weapon Abilities Sensor, Piercing (Kimahri and Auron), Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, MP +5%, Magic Def +3% — **AP** 290 (435) **Gil** 300

GUADO GUARDIAN

Macalania Temple	HP	1200 (1432)	MP	330

Strength	1	Defence	1	Magic	14	Magic Def.	1	Elements		Fire	-	Lightning	-
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	0	PSN	25 (25%)	PTR	25	SLW	IMM	ZMB	0	PWB	0
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	25	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 4

Steal	Normal	Hi-Potion x1	Rare	X-Potion x1	Bribe	Gil	-	Item	-			
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3	
								Enemy Skills	-			

Weapon Abilities Sensor, Piercing (Kimahri and Auron), Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, MP +5%, Magic Def +3% — **AP** 290 (580) **Gil** 480

GUADO GUARDIAN

Home	HP	2600 (1432)	MP	600

Strength	1	Defence	1	Magic	24	Magic Def.	1	Elements		Fire	-	Lightning	-
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	20	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	25	SLW	0	ZMB	0	PWB	0
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	25	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	X-Potion x2	Bribe	Gil	65000	Item	X-Potion			
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3	
								Enemy Skills	-			

Weapon Abilities Sensor, Piercing (Kimahri and Auron), Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, MP +5%, Magic Def +3% — **AP** 540 (1080) **Gil** 380

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HALMA

Omega Ruins | **HP** 13000 (13560) | **MP** 1

Strength	46	Defence	1	Magic	1	Magic Def.	120	Elements		Fire	x1.5
Agility	23	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice	x1/2
								Lightning	x1/2	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hypello Potion x3	Rare	Shadow Gem x2	**Bribe**	Gil	325000	Item	Supreme Gem		
Items	Normal	Power Sphere x1	Rare	Power Sphere x2	**Equipment**	Rate	8/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Berserk Ward, Berserkproof | **AP** 5300 (10600) | **Gil** 1030

HEAD

Mushroom Rock Road | **HP** 4000 (800) | **MP** 200

Strength	1	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-
Agility	15	Luck	0	Evasion	0	Accuracy	0	Water	-	Ice	-
								Lightning	-	Holy	-

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Potion x1	Rare	Potion x1	**Bribe**	Gil	-	Item	-		
Items	Normal	-	Rare	-	**Equipment**	Rate	30/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward | **AP** 48 (72) | **Gil** 200

ICE FLAN

Lake Macalania | **HP** 1350 (2025) | **MP** 160

Strength	1	Defence	120	Magic	21	Magic Def.	1	Elements		Fire	x1.5
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice	ABS
								Lightning	x1/2	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Arctic Wind x1	Rare	Arctic Wind x2	**Bribe**	Gil	33750	Item	Ice Gem		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	**Equipment**	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Icestrike, Distil Mana

Armour Abilities Ice Ward, Iceproof | **AP** 300 (600) | **Gil** 188

IGUION

Macalania Woods | **HP** 370 (555) | **MP** 70

Strength	23	Defence	1	Magic	1	Magic Def.	120	Elements		Fire	x1/2
Agility	19	Luck	15	Evasion	8	Accuracy	0	Water	x1/2	Ice	x1.5
								Lightning	-	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	**Bribe**	Gil	9250	Item	Petrify Grenade		
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	**Equipment**	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Slow Ward, Defence +5% | **AP** 240 (480) | **Gil** 138

IMP

Cavern of the Stolen Fayth, Mt. Gagazet | **HP** 880 (1320) | **MP** 300

Strength	1	Defence	1	Magic	25	Magic Def.	180	Elements		Fire	-
Agility	24	Luck	15	Evasion	16	Accuracy	0	Water	x1.5	Ice	-
								Lightning	-	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Lightning Gem x1	Rare	Lightning Gem x2	**Bribe**	Gil	22000	Item	Lv. 1 Key Sphere		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	**Equipment**	Rate	8/256	Ability Slots	1	Abilities Attached	1
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike, Distil Mana

Armour Abilities Lightning Ward, Lightningproof | **AP** 770 (1540) | **Gil** 610

IPIRIA

Mi'ihen Highroad | **HP** 180 (270) | **MP** 35

Strength	15	Defence	1	Magic	1	Magic Def.	120	Elements		Fire	x1/2
Agility	13	Luck	15	Evasion	7	Accuracy	0	Water	-	Ice	x1.5
								Lightning	-	Holy	-

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	**Bribe**	Gil	4500	Item	Petrify Grenade		
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	**Equipment**	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Slow Ward, Defence +3% | **AP** 24 (48) | **Gil** 46

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IRON GIANT

Thunder Plains | HP 3600 (924) | MP 1

Strength	30	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning x1/2	
Agility	7	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
		SLC	IMM	SLP	50	DRK	95	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Light Curtain x1	Rare	Light Cuartain x1	Bribe	Gil	90000	Item	Stamina Tonic		
Items	Normal	Power Sphere x2	Rare	Power Sphere x3	Equipment	Rate	80/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Strength +10% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Magic +10% (Yuna and Lulu)

Armour Abilities SOS Regen, HP +5%, HP +10% | AP 800 (1200) | Gil 600

KILLER BEE

Kilika Woods | HP 110 (165) | MP 5

Strength	8	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	8	Luck	15	Evasion	10	Accuracy	0	Water -	Ice x1.5	Holy -	

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Antidote x1	Rare	Poison Fang x1	Bribe	Gil	2750	Item	Poison Fang		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Icestrike, Waterstrike, Distil Speed

Armour Abilities Poison Ward, MP +5% | AP 9 (18) | Gil 23

KIMAHRI

Besaid Island | HP 750 (300) | MP 10

Strength	10	Defence	15	Magic	8	Magic Def.	5	Elements	Fire -	Lightning -	
Agility	15	Luck	15	Evasion	0	Accuracy	10	Water -	Ice -	Holy -	

Status Effects																	
		SLC	0	SLP	0	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x2	Rare	Ability Sphere x2	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Sensor, Piercing (Kimahri and Auron)

Armour Abilities Defence +5% | AP 3 (4) | Gil 100

KLIKK

Underwater Ruins | HP 1500 (400) | MP 5

Strength	14	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	4	Luck	15	Evasion	0	Accuracy	50	Water -	Ice -	Holy -	

Status Effects																	
		SLC	0	SLP	IMM	DRK	0	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Grenade x1	Rare	Grenade x2	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x2	Rare	Ability Sphere x2	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - | AP 5 (7) | Gil 50

KUSARIQQU

Thunder Plains | HP 445 (668) | MP 31

Strength	32	Defence	1	Magic	35	Magic Def.	120	Elements	Fire -	Lightning -	
Agility	7	Luck	15	Evasion	0	Accuracy	0	Water x1.5	Ice -	Holy -	

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Silver Hourglass x1	Bribe	Gil	11125	Item	Silver Hourglass		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Slow Ward, Defence +5% | AP 92 (184) | Gil 112

LAMASHTU

Mushroom Rock Road | HP 275 (413) | MP 21

Strength	23	Defence	1	Magic	20	Magic Def.	120	Elements	Fire x1.5	Lightning -	
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Potion x1	Rare	Silver Hourglass x1	Bribe	Gil	6875	Item	Silver Hourglass		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Slow Ward, HP +5% | AP 32 (64) | Gil 72

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LAND WORM

Sin	HP	80000 (13560)	MP	160

Strength	55	Defence	10	Magic	50	Magic Def.	10	Elements	Fire -	Lightning -	
Agility	21	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	80*	DRK	20	PSN	0 (2%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	50	
MGB	50	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (10)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 1

Steal	Normal	Stamina Spring x1	Rare	Stamina Spring x1	Bribe	Gil	2000000	Item	Dark Matter		
Items	Normal	Power Sphere x1	Rare	Lv. 4 Key Sphere x1	Equipment	Rate	128/256	Ability Slots	3-4	Abilities Attached	1-3

Weapon Abilities Piercing (Kimahri and Auron), Slowtouch, Slowstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Enemy Skills -

Armour Abilities HP +10%, Auto-Potion

AP 22000 (33000) **Gil** 2200

LARVA

Thunder Plains	HP	1498 (924)	MP	1000

Strength	10	Defence	40	Magic	19	Magic Def.	45	Elements	Fire -	Lightning ABS	
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water x1.5	Ice -	Holy -	

Status Effects																	
	SLC	0	SLP	IMM	DRK	IMM	PSN	IMM	PTR	0	SLW	IMM	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Lunar Curtain x1	Rare	Lunar Curtain x2	Bribe	Gil	37450	Item	Shining Thorn		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	60/256	Ability Slots	1-2	Abilities Attached	1-2

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike

Enemy Skills -

Armour Abilities Lightning Ward

AP 262 (393) **Gil** 330

LEFT FIN

Airship	HP	65000 (10000)	MP	999

Strength	30	Defence	100	Magic	30	Magic Def.	50	Elements	Fire -	Lightning -	
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Mega-Potion x1	Rare	Supreme Gem x1	Bribe	Gil	-	Item	-		
Items	Normal	HP Sphere x1	Rare	HP Sphere x1	Equipment	Rate	255/256	Ability Slots	3-4	Abilities Attached	1-2

Weapon Abilities Piercing (Kimahri and Auron), Poisonstrike

Enemy Skills -

Armour Abilities Poisonproof

AP 16000 (24000) **Gil** 10000

LORD OCHU

Kilika Wood	HP	4649 (800)	MP	39

Strength	15	Defence	1	Magic	23	Magic Def.	1	Elements	Fire x1.5	Lightning -	
Agility	8	Luck	20	Evasion	0	Accuracy	10	Water -	Ice -	Holy -	

Status Effects																	
	SLC	0	SLP	0	DRK	IMM	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	IMM	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Potion x1	Rare	Potion x1	Bribe	Gil	116225	Item	Remedy		
Items	Normal	MP Sphere x1	Rare	HP Sphere x1	Equipment	Rate	255/256	Ability Slots	1-3	Abilities Attached	1-3

Weapon Abilities Piercing (Kimahri and Auron), Poisontouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Enemy Skills -

Armour Abilities Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

AP 40 (60) **Gil** 420

MACHEA

Omega Ruins	HP	18000 (20000)	MP	59

Strength	35	Defence	55	Magic	1	Magic Def.	10	Elements	Fire -	Lightning -	
Agility	39	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	95	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	IMM	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x2	Rare	Stamina Tonic x1	Bribe	Gil	450000	Item	Chocobo Wing		
Items	Normal	Mana Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), SOS Overdrive

Enemy Skills -

Armour Abilities Defence +10%, Defence +20%

AP 8300 (12450) **Gil** 1450

MAELSPIKE

Mt. Gagazet	HP	10000 (7500)	MP	35

Strength	40	Defence	50	Magic	33	Magic Def.	1	Elements	Fire -	Lightning x1.5	
Agility	14	Luck	15	Evasion	0	Accuracy	0	Water IMM	Ice -	Holy -	

Status Effects																	
	SLC	0	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	0	SLW	IMM	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Water Gem x2	Rare	Water Gem x3	Bribe	Gil	250000	Item	Attribute Sphere		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	60/256	Ability Slots	2-4	Abilities Attached	1-2

Weapon Abilities Piercing (Kimahri and Auron), Strength +3%, Strength +5%

Enemy Skills -

Armour Abilities Zombie Ward, Defence +5%, Defence +10%

AP 600 (900) **Gil** 330

* Immune to Sleep when preparing its Earthquake attack.

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MAFDET

Lake Macalania	HP	710 (1065)	MP	25

Strength	29	Defence	1	Magic	1	Magic Def.	120	Elements	Fire -	Lightning	x1.5
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water -	Ice x1.5	Holy	-

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Hypello Potion x1	Bribe	Gil	17750	Item	Hypello Potion		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Berserk Ward, Defence +5%

AP 300 (600) **Gil** 172

MAGIC URN

Cavern of the Stolen Fayth	HP	999999 (999999)	MP	9999

Strength	1	Defence	255	Magic	40	Magic Def.	255	Elements	Fire -	Lightning	-
Agility	0	Luck	0	Evasion	0	Accuracy	0	Water -	Ice -	Holy	-

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (200)	NUL	IMM	SHL	IMM	PRT	IMM
RFL	IMM	HST	IMM	RGN	IMM	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 0 (0) **Gil** 0

MALBORO

Calm Lands, Cavern of the Stolen Fayth	HP	27000 (4060)	MP	1

Strength	32	Defence	1	Magic	32	Magic Def.	1	Elements	Fire x1.5	Lightning	-
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water IMM	Ice IMM	Holy	-

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 2

Steal	Normal	Remedy x1	Rare	Remedy x1	Bribe	Gil	675000	Item	Wings to Discovery		
Items	Normal	Mana Sphere x2	Rare	Mana Sphere x2	Equipment	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	Bad Breath		

Weapon Abilities Piercing (Kimahri and Auron), Darktouch, Silencetouch, Sleeptouch, Poisontouch

Armour Abilities Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

AP 2200 (3300) **Gil** 1500

MANDRAGORA

Mt. Gagazet	HP	31000 (5384)	MP	120

Strength	34	Defence	12	Magic	40	Magic Def.	15	Elements	Fire x1.5	Lightning	-
Agility	13	Luck	15	Evasion	0	Accuracy	0	Water ABS	Ice -	Holy	-

Status Effects																	
		SLC	95	SLP	80	DRK	IMM	PSN	25 (5%)	PTR	25	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	50	PRV	IMM	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Remedy x2	Rare	Remedy x3	Bribe	Gil	775000	Item	Return Sphere		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	128/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Poisontouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

AP 6230 (9345) **Gil** 1200

MASTER COEURL

Omega Ruins	HP	13000 (13560)	MP	540

Strength	42	Defence	1	Magic	38	Magic Def.	40	Elements	Fire -	Lightning	IMM
Agility	23	Luck	15	Evasion	0	Accuracy	0	Water -	Ice IMM	Holy	-

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Farplane Shadow x2	Rare	Farplane Shadow x4	Bribe	Gil	325000	Item	Warp Sphere		
Items	Normal	Lv. 1 Key Sphere x1	Rare	Friend Sphere x1	Equipment	Rate	60/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Deathtouch, Deathstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Magic +10% (Yuna and Lulu)

Armour Abilities Death Ward, Deathproof, Curseproof, Defence +10%, Magic Def +10%

AP 6500 (9750) **Gil** 2030

MASTER TONBERRY

Omega Ruins	HP	48000 (13560)	MP	1

Strength	47	Defence	10	Magic	52	Magic Def.	1	Elements	Fire x1/2	Lightning	x1/2
Agility	18	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice x1/2	Holy	x1/2

Status Effects																	
		SLC	IMM	SLP	99	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (25)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 1

Steal	Normal	Mana Spring x1	Rare	Tetra Elemental x1	Bribe	Gil	1200000	Item	Pendulum		
Items	Normal	Power Sphere x1	Rare	Teleport Sphere x1	Equipment	Rate	128/256	Ability Slots	3-4	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Deathstrike, Slowstrike

Armour Abilities Death Ward, Deathproof

AP 20000 (30000) **Gil** 2400

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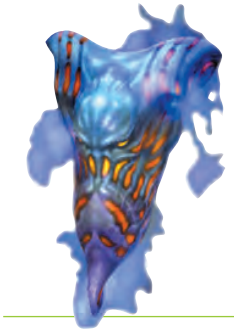

MAZE LARVA

Via Purifico with Yuna | HP 2222 (2108) | MP 1111

Strength	11	Defence	40	Magic	24	Magic Def.	45	Elements		Fire	-	Lightning	x1.5				
Agility	14	Luck	15	Evasion	0	Accuracy	0	Water	ABS	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Fish Scale x2	Rare	Dragon Scale x2	Bribe	Gil	55550	Item	Water Gem		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	60/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Sleeptouch

Armour Abilities: Sleep Ward, Magic Def +5%

AP 1850 (2775) | Gil 620

MECH DEFENDER

Mt. Gagazet | HP 8700 (5384) | MP 1

Strength	40	Defence	15	Magic	1	Magic Def.	10	Elements		Fire	-	Lightning	x1.5				
Agility	7	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Al Bhed Potion x2	Rare	Al Bhed Potion x3	Bribe	Gil	217500	Item	Al Bhed Potion		
Items	Normal	Phoenix Down x1	Rare	Mega-Phoenix x1	Equipment	Rate	60/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities: SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

AP 950 (1425) | Gil 880

MECH GUARD

Sanubia Desert | HP 1280 (1432) | MP 1

Strength	25	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-	Lightning	x1.5				
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Grenade x2	Rare	Grenade x3	Bribe	Gil	32000	Item	Grenade		
Items	Normal	Hi-Potion x1	Rare	Hi-Potion x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities: SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

AP 310 (465) | Gil 600

MECH GUNNER

Sanubia Desert | HP 2800 (1432) | MP 1

Strength	31	Defence	10	Magic	1	Magic Def.	10	Elements		Fire	-	Lightning	x1.5				
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Al Bhed Potion x1	Rare	Al Bhed Potion x2	Bribe	Gil	70000	Item	Al Bhed Potion		
Items	Normal	Hi-Potion x2	Rare	Hi-Potion x2	Equipment	Rate	60/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities: SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

AP 540 (810) | Gil 800

MECH HUNTER

Cavern of the Stolen Fayth | HP 5500 (4060) | MP 1

Strength	36	Defence	10	Magic	1	Magic Def.	10	Elements		Fire	-	Lightning	x1.5				
Agility	8	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Al Bhed Potion x1	Rare	Al Bhed Potion x2	Bribe	Gil	137500	Item	Al Bhed Potion		
Items	Normal	Phoenix Down x1	Rare	Mega-Phoenix x1	Equipment	Rate	60/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities: SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

AP 820 (1230) | Gil 673

MECH LEADER

Mt. Gagazet | HP 3700 (5550) | MP 1

Strength	31	Defence	5	Magic	28	Magic Def.	5	Elements		Fire	-	Lightning	x1.5				
Agility	19	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Grenade x2	Rare	Frag Grenade x2	Bribe	Gil	92500	Item	Door to Tomorrow		
Items	Normal	Hi-Potion x1	Rare	Mega-Potion x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities: SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

AP 830 (1245) | Gil 530

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MECH SCOUTER

Calm Lands | HP 2750 (4125) | MP 1

Strength	30	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning x1.5	
Agility	14	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Grenade x3	Rare	*	Bribe	Gil	68750	Item	Door to Tomorrow		
Items	Normal	Hi-Potion x1	Rare	Mega-Potion x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost | AP ** | Gil ***

MELUSINE

Thunder Plains | HP 265 (405) | MP 65

Strength	20	Defence	1	Magic	1	Magic Def.	120	Elements	Fire x1/2	Lightning x1/2	
Agility	17	Luck	15	Evasion	8	Accuracy	0	Water -	Ice x1.5	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	Bribe	Gil	6625	Item	Petrify Grenade		
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Slow Ward, Defence +3% | AP 92 (174) | Gil 108

MI'IHEN FANG

Mi'ihen Highroad | HP 160 (240) | MP 20

Strength	16	Defence	1	Magic	1	Magic Def.	120	Elements	Fire x1.5	Lightning -	
Agility	13	Luck	15	Evasion	5	Accuracy	0	Water x1.5	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Potion x1	Rare	Sleeping Powder x1	Bribe	Gil	4000	Item	Sleeping Powder		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Silence Ward, Sleep Ward, Magic Def +3% | AP 20 (40) | Gil 33

MIMIC

Omega Ruins | HP 60000 (13560) | MP 10

Strength	54	Defence	1	Magic	26	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	25	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - | AP 0 (0) | Gil 50000

MIMIC

Omega Ruins | HP 40000 (13560) | MP 10

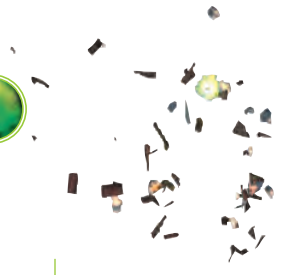
Strength	33	Defence	150	Magic	38	Magic Def.	150	Elements	Fire -	Lightning -	
Agility	29	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - | AP 0 (0) | Gil 50000



MIMIC

Omega Ruins | HP 40000 (13560) | MP 10

Strength	42	Defence	255	Magic	12	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	22	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - | AP 0 (0) | Gil 50000

* Normal: Grenade x 4, Burning: Grenade x 3 ** Normal 480, burning 530 (Normal 720, burning 795) *** Normal 384, burning 215

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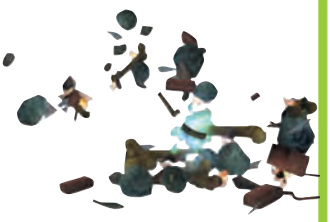


MIMIC

Omega Ruins | **HP** 40000 (13560) | **MP** 10

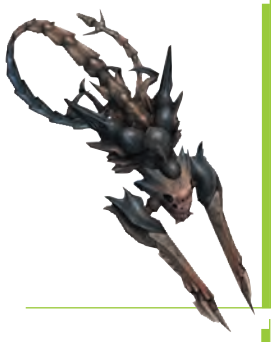
Strength	42	Defence	1	Magic	58	Magic Def.	255	Elements	Fire	x1/2	Lightning x1/2
Agility	22	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice x1/2	Holy x1/2

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-
								Abilities Attached	-
								Enemy Skills	-

Weapon Abilities -

Armour Abilities - | **AP** 0 (0) | **Gil** 50000



MORTIBODY

Highbridge | **HP** 4000 (-) | **MP** 50

Strength	22	Defence	50	Magic	20	Magic Def.	1	Elements	Fire	-	Lightning -
Agility	28	Luck	20	Evasion	0	Accuracy	100	Water	-	Ice -	Holy -

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0	
MGB	IMM	ARB	50	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	IMM	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-
								Abilities Attached	-
								Enemy Skills	-

Weapon Abilities -

Armour Abilities - | **AP** 0 (0) | **Gil** 0

MORTIORCHIS

Mt. Gagazet | **HP** 4000 (-) | **MP** 512

Strength	40	Defence	100	Magic	40	Magic Def.	1	Elements	Fire	-	Lightning -
Agility	38	Luck	15	Evasion	0	Accuracy	100	Water	-	Ice -	Holy -

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-
								Abilities Attached	-
								Enemy Skills	-

Weapon Abilities -

Armour Abilities - | **AP** 0 (0) | **Gil** 0

MURUSSU

Macalania Woods | **HP** 580 (870) | **MP** 20

Strength	25	Defence	1	Magic	1	Magic Def.	120	Elements	Fire	x1.5	Lightning x1.5
Agility	7	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice -	Holy -

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Hypello Potion x1	Bribe	Gil	14500	Item	Hypello Potion
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3
								Abilities Attached	1-3
								Enemy Skills	-

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Berserk Ward, Defence +5% | **AP** 240 (480) | **Gil** 165

MUSHUSSU

Sanubia Desert | **HP** 680 (1020) | **MP** 38

Strength	36	Defence	1	Magic	42	Magic Def.	120	Elements	Fire	x1/2	Lightning -
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice x1.5	Holy -

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Silver Hourglass x1	Bribe	Gil	17000	Item	Gold Hourglass
Items	Normal	*	Rare	*	Equipment	Rate	8/256	Ability Slots	1-3
								Abilities Attached	1-3
								Enemy Skills	-

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Slow Ward, HP +10% | **AP** 310 (620) | **Gil** 270

NEBIROS

Calm Lands | **HP** 700 (1050) | **MP** 65

Strength	22	Defence	1	Magic	1	Magic Def.	1	Elements	Fire	-	Lightning -
Agility	22	Luck	15	Evasion	16	Accuracy	0	Water	-	Ice x1.5	Holy -

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Poison Fang x1	Rare	Poison Fang x2	Bribe	Gil	17500	Item	Poison Fang
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3
								Abilities Attached	1-3
								Enemy Skills	-

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Poison Ward | **AP** 480 (960) | **Gil** 320

* Power Sphere, Al Bhed Potion x1

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NEGATOR

Lake Macalania | HP 1000 (1000) | MP 1

Strength	1	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	x1/2	Lightning	-		
Agility	0	Luck	0	Evasion	0	Accuracy	0	Water	x1/2	Ice	x1/2	Holy	x1/2		

Status Effects																			
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0		
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	IMM	DST	0	SNS	0	SCN	IMM	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Hi-Potion x1	Rare	Hi-Potion x2	Bribe	Gil	-	Item	-				
Items	Normal	Potion x1	Rare	Hi-Potion x1	Equipment	Rate	40/256	Ability Slots	1-3	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward | AP 220 (330) | Gil 300

NIDHOGG

Cavern of the Stolen Fayth, Gagazet | HP 2000 (3000) | MP 46

Strength	43	Defence	1	Magic	50	Magic Def.	180	Elements		Fire	x1/2	Lightning	-		
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	x1.5	Holy	-		

Status Effects																			
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0		
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Gold Hourglass x1	Bribe	Gil	50000	Item	Gold Hourglass				
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	2-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Slow Ward | AP 810 (1620) | Gil 602

OBLITZERATOR

Luca Harbor | HP 6000 (600) | MP 10

Strength	16	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	x1/2	Lightning	x1.5		
Agility	1	Luck	0	Evasion	0	Accuracy	10	Water	x1/2	Ice	x1/2	Holy	x1/2		

Status Effects																			
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0		
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	IMM	DST	IMM	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-				
Items	Normal	Elixir x1	Rare	Elixir x2	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike

Armour Abilities Defence +3% | AP 36 (54) | Gil 580

OCHU

Moonflow | HP 7200 (924) | MP 35

Strength	22	Defence	1	Magic	14	Magic Def.	1	Elements		Fire	x1.5	Lightning	-		
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water	ABS	Ice	-	Holy	-		

Status Effects																			
		SLC	20	SLP	20	DRK	IMM	PSN	100 (5%)	PTR	0	SLW	0	ZMB	IMM	PWB	0		
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	IMM	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Remedy x1	Rare	Remedy x2	Bribe	Gil	180000	Item	Remedy				
Items	Normal	Power Sphere x1	Rare	Mana Sphere x2	Equipment	Rate	128/256	Ability Slots	1-3	Abilities Attached	1-3		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Poisontouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward | AP 180 (270) | Gil 520

OCTOPUS

Via Purifico with Tidus, Wakka and Rikku | HP 4500 (2108) | MP 1

Strength	27	Defence	1	Magic	5	Magic Def.	1	Elements		Fire	-	Lightning	x1.5		
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water	ABS	Ice	-	Holy	-		

Status Effects																			
		SLC	0	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0		
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Dragon Scale x2	Rare	Water Gem x2	Bribe	Gil	112500	Item	Healing Spring				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	128/256	Ability Slots	1	Abilities Attached	0-1		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Water Ward, HP +5% | AP 700 (1050) | Gil 220

OGRE

Calm Lands | HP 9400 (4060) | MP 3

Strength	28	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	x1.5	Lightning	-		
Agility	17	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																			
		SLC	0	SLP	95	DRK	95	PSN	25 (25%)	PTR	25	SLW	IMM	ZMB	25	PWB	IMM		
MGB	0	ARB	0	MNB	0	THR	0	DTH	25	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Stamina Spring x1	Rare	Stamina Spring x2	Bribe	Gil	235000	Item	Stamina Spring				
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	128/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu), Counter-Attack

Armour Abilities SOS Haste, HP +10% | AP 1080 (1620) | Gil 980

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OMEGA WEAPON

Omega Ruins | HP 999999 (66666) | MP 999

Strength	64	Defence	90	Magic	57	Magic Def.	80
Agility	38	Luck	15	Evasion	0	Accuracy	0

Elements: Fire ABS; Lightning ABS; Water ABS; Ice ABS; Holy ABS

Status Effects															
	SLC IMM		SLP IMM		DRK IMM		PSN IMM		PTR IMM		SLW IMM		ZMB IMM		PWB IMM
MGB IMM		ARB IMM		MNB IMM		THR IMM		DTH IMM		PRV IMM		DOM 0 (222)		NUL 0	
RFL 0		HST 0		RGN 0		DST 0		SNS IMM		SCN IMM		DEM IMM		DLY IMM	
SHL 0		PRT 0		EJC IMM		ZNM Lv. 4									

Steal	Normal	Gambler's Spirit x30	Rare	Gambler's Spirit x30	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 4 Key Sphere x3	Rare	Lv. 4 Key Sphere x3	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1
								Enemy Skills	Nova		

Weapon Abilities: Triple Overdrive

Armour Abilities: Break HP Limit | AP 50000 (60000) | Gil 30000

PHLEGYAS

Via Purifico with Tidus, Wakka and Rikku | HP 1680 (2108) | MP 50

Strength	26	Defence	1	Magic	33	Magic Def.	20
Agility	12	Luck	15	Evasion	0	Accuracy	0

Elements: Fire x1/2; Lightning x1.5; Water x1/2; Ice -; Holy -

Status Effects															
	SLC 95		SLP 20		DRK 0		PSN 0 (25%)		PTR 0		SLW 0		ZMB 0		PWB 0
MGB 0		ARB 0		MNB 0		THR 0		DTH 0		PRV 0		DOM 0 (1)		NUL 0	
RFL 0		HST 0		RGN 0		DST 0		SNS 0		SCN 0		DEM 0		DLY 0	
SHL 0		PRT 0		EJC 0		ZNM Lv. 1									

Steal	Normal	Dragon Scale x2	Rare	Water Gem x1	Bribe	Gil	42000	Item	Healing Spring		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	60/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Strength +5%, Magic +5%

Armour Abilities: MP +10%, Auto-Med | AP 650 (975) | Gil 410

PIRANHA

Underwater Ruins | HP 50 (225) | MP 1

Strength	6	Defence	1	Magic	1	Magic Def.	1
Agility	12	Luck	15	Evasion	0	Accuracy	0

Elements: Fire x1/2; Lightning x1.5; Water -; Ice -; Holy -

Status Effects															
	SLC 20		SLP IMM		DRK 20		PSN IMM		PTR 0		SLW 0		ZMB 0		PWB 0
MGB 0		ARB 0		MNB 0		THR 0		DTH 0		PRV 0		DOM 0 (1)		NUL 0	
RFL 0		HST 0		RGN 0		DST 0		SNS 0		SCN 0		DEM 0		DLY 0	
SHL 0		PRT 0		EJC 0		ZNM Lv. 1									

Steal	Normal	Grenade x1	Rare	Grenade x2	Bribe	Gil	1250	Item	Water Gem		
Items	Normal	Power Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: - | AP 1 (2) | Gil 2

PIRANHA X2

Underwater Ruins | HP 100 (225) | MP 2

Strength	8	Defence	1	Magic	1	Magic Def.	1
Agility	9	Luck	15	Evasion	0	Accuracy	0

Elements: Fire x1/2; Lightning x1.5; Water IMM; Ice -; Holy -

Status Effects															
	SLC 20		SLP IMM		DRK 20		PSN IMM		PTR 0		SLW 0		ZMB 0		PWB 0
MGB 0		ARB 0		MNB 0		THR 0		DTH 0		PRV 0		DOM 0 (1)		NUL 0	
RFL 0		HST 0		RGN 0		DST 0		SNS 0		SCN 0		DEM 0		DLY 0	
SHL 0		PRT 0		EJC 0		ZNM Lv. 1									

Steal	Normal	Grenade x1	Rare	Grenade x2	Bribe	Gil	2500	Item	Water Gem		
Items	Normal	Mana Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: - | AP 1 (2) | Gil 3

PIRANHA X3

Underwater Ruins | HP 150 (225) | MP 3

Strength	10	Defence	1	Magic	1	Magic Def.	1
Agility	6	Luck	15	Evasion	0	Accuracy	0

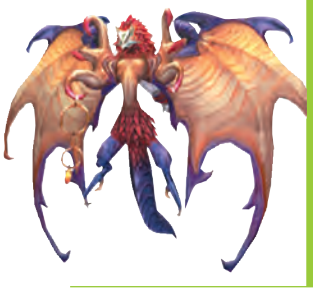
Elements: Fire x1/2; Lightning x1.5; Water IMM; Ice -; Holy -

Status Effects															
	SLC 20		SLP IMM		DRK 20		PSN IMM		PTR 0		SLW 0		ZMB 0		PWB 0
MGB 0		ARB 0		MNB 0		THR 0		DTH 0		PRV 0		DOM 0 (1)		NUL 0	
RFL 0		HST 0		RGN 0		DST 0		SNS 0		SCN 0		DEM 0		DLY 0	
SHL 0		PRT 0		EJC 0		ZNM Lv. 1									

Steal	Normal	Grenade x1	Rare	Grenade x2	Bribe	Gil	3750	Item	Water Gem		
Items	Normal	Speed Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: - | AP 1 (2) | Gil 5



PTERYA

Via Purifico with Yuna | HP 12000 (2550) | MP 1000

Strength	20	Defence	10	Magic	18	Magic Def.	10
Agility	21	Luck	15	Evasion	0	Accuracy	0

Elements: Fire -; Lightning -; Water -; Ice -; Holy -

Status Effects															
	SLC IMM		SLP IMM		DRK IMM		PSN IMM		PTR IMM		SLW IMM		ZMB IMM		PWB IMM
MGB IMM		ARB IMM		MNB IMM		THR IMM		DTH IMM		PRV IMM		DOM 0 (5)		NUL 0	
RFL 0		HST 0		RGN 0		DST IMM		SNS IMM		SCN IMM		DEM IMM		DLY IMM	
SHL 0		PRT 0		EJC IMM		ZNM Lv. 4									

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: - | AP 0 (0) | Gil 0

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PUROBOROS

Omega Ruins	HP	20000 (13560)	MP	180

Strength	40	Defence	60	Magic	32	Magic Def.	20	Elements	Fire	ABS	Lightning -
Agility	28	Luck	15	Evasion	0	Accuracy	0	Water -	Ice	-	Holy -

Status Effects																					
	SLC	20	SLP	IMM	DRK	20	PSN	0 (25)	PTR	120	SLW	0	ZMB	0	PWB	0					
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	120	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 1		

Steal	Normal	Fire Gem x3	Rare	Fire Gem x4	Bribe	Gil	500000	Item	Shining Gem				
Items	Normal	Mana Sphere x1	Rare	Lv. 1 Key Sphere x1	Equipment	Rate	8/256	Ability Slots	3-4	Abilities Attached	1-2		
								Enemy Skills	Self-Destruct				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Distil Power

Armour Abilities Fireproof, Fire Eater — **AP** 3200 (6400) **Gil** 970

QACTUAR

Thunder Plains	HP	500 (750)	MP	1

Strength	19	Defence	1	Magic	1	Magic Def.	255	Elements	Fire	-	Lightning -
Agility	15	Luck	15	Evasion	17	Accuracy	0	Water -	Ice	-	Holy -

Status Effects																					
	SLC	IMM	SLP	80	DRK	IMM	PSN	25 (1%)	PTR	25	SLW	0	ZMB	IMM	PWB	IMM					
MGB	IMM	ARB	IMM	MNB	IMM	THR	0	DTH	25	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	0	ZNM	Lv. 2		

Steal	Normal	Chocobo Feather x1	Rare	Chocobo Feather x1	Bribe	Gil	-	Item	-				
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x2	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Initiative, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, HP Stroll, MP Stroll — **AP** 350 (525) **Gil** 1500

RAGORA

Kilika Wood	HP	780 (1170)	MP	15

Strength	18	Defence	1	Magic	1	Magic Def.	1	Elements	Fire	x1.5	Lightning -
Agility	8	Luck	15	Evasion	0	Accuracy	0	Water IMM	Ice	-	Holy -

Status Effects																					
	SLC	20	SLP	20	DRK	IMM	PSN	0 (25%)	PTR	0	SLW	0	ZMB	IMM	PWB	0					
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1		

Steal	Normal	Antidote x1	Rare	Remedy x1	Bribe	Gil	19500	Item	Remedy				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	16/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	Seed Cannon				

Weapon Abilities Piercing (Kimahri and Auron), Poisontouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities Poison Ward, HP +5% — **AP** 20 (40) **Gil** 48

RALDO

Mi'ihen Highroad	HP	240 (360)	MP	10

Strength	19	Defence	1	Magic	1	Magic Def.	120	Elements	Fire	-	Lightning -
Agility	5	Luck	15	Evasion	0	Accuracy	0	Water -	Ice	x1.5	Holy -

Status Effects																					
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0					
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1		

Steal	Normal	Potion x1	Rare	Hypello Potion x1	Bribe	Gil	6000	Item	Hypello Potion				
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Berserk Ward, Defence +3% — **AP** 20 (40) **Gil** 42

RAPTOR

Mushroom Rock Road	HP	200 (300)	MP	45

Strength	18	Defence	1	Magic	1	Magic Def.	120	Elements	Fire	x1/2	Lightning x1/2
Agility	14	Luck	15	Evasion	7	Accuracy	0	Water -	Ice	x1.5	Holy -

Status Effects																					
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0					
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1		

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	Bribe	Gil	5000	Item	Petrify Grenade				
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Slow Ward, Defence +3% — **AP** 32 (64) **Gil** 48

RED ELEMENT

Mushroom Rock Road	HP	450 (675)	MP	130

Strength	1	Defence	120	Magic	23	Magic Def.	1	Elements	Fire	ABS	Lightning x1/2
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice	x1.5	Holy -

Status Effects																					
	SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0					
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0		
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1		

Steal	Normal	Bomb Fragment x1	Rare	Bomb Fragment x2	Bribe	Gil	11250	Item	Bomb Core				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	0-2		
								Enemy Skills	-				

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Distil Mana

Armour Abilities Fire Ward, Fireproof — **AP** 32 (64) **Gil** 55

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REMORA

Via Purifico with Tidus, Wakka and Rikku | HP 3000 (2108) | MP 22

Strength	30	Defence	30	Magic	25	Magic Def.	1	Elements		Fire	-	Lightning	x1.5				
Agility	11	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice	-	Holy	-				
Status Effects	SLC	0	SLP	IMM	DRK	95	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Dragon Scale x1	Rare	Dragon Scale x2	Bribe	Gil	75000	Item	Water Gem		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	60/256	Ability Slots	2-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Strength +3%, Strength +5%

Armour Abilities: Zombie Ward, Defence +5%

AP 830 (1245) | Gil 535

RIGHT FIN

Airship | HP 65000 (10000) | MP 999

Strength	30	Defence	100	Magic	30	Magic Def.	50	Elements		Fire	-	Lightning	-				
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	X-Potion x1	Rare	Shining Gem x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	3-4	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Stonestrike

Armour Abilities: Stoneproof

AP 17000 (25500) | Gil 10000

SAHAGIN

Underwater Ruins | HP 100 (200) | MP 5

Strength	3	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-	Lightning	x1.5				
Agility	5	Luck	0	Evasion	0	Accuracy	25	Water	-	Ice	-	Holy	-				
Status Effects	SLC	0	SLP	0	DRK	0	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: -

AP 0 (0) | Gil 0

SAHAGIN

Via Purifico with Tidus, Wakka and Rikku | HP 380 (570) | MP 20

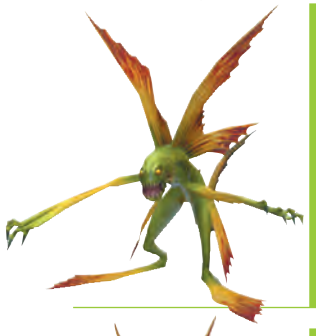
Strength	13	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	x1/2	Lightning	x1.5				
Agility	18	Luck	15	Evasion	0	Accuracy	0	Water	IMM	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Fish Scale x1	Rare	Dragon Scale x1	Bribe	Gil	9500	Item	Water Gem		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Waterstrike, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities: Water Ward, HP +5%

AP 560 (1120) | Gil 200



SAHAGIN

Via Purifico with Yuna | HP 1380 (2070) | MP 20

Strength	28	Defence	15	Magic	24	Magic Def.	1	Elements		Fire	-	Lightning	x1.5				
Agility	15	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-				
Status Effects	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Fish Scale x2	Rare	Dragon Scale x2	Bribe	Gil	34500	Item	Water Gem		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Waterstrike, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities: Water Ward, HP +5%

AP 200 (400) | Gil 180

SAHAGIN CHIEF

Luca Stadium | HP 170 (340) | MP 5

Strength	12	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-	Lightning	x1.5				
Agility	8	Luck	0	Evasion	0	Accuracy	25	Water	-	Ice	-	Holy	-				
Status Effects	SLC	0	SLP	0	DRK	0	PSN	IMM	PTR	IMM	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: -

AP 2 (3) | Gil 20

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SANCTUARY KEEPER

Mt. Gagazet | **HP** 40000 (6400) | **MP** 256

Strength	37	Defence	100	Magic	40	Magic Def.	100	Elements	Fire -	Lightning -	
Agility	32	Luck	15	Evasion	0	Accuracy	50	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	100	PSN	90 (5%)	PTR	IMM	SLW	0	ZMB	IMM	PWB	50	
MGB	50	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Turbo Ether x1	Rare	Turbo Ether x2	**Bribe**	Gil	-	Item	-			
Items	Normal	Return Sphere x1	Rare	Return Sphere x1	**Equipment**	Rate	255/256	Ability Slots	2-3	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Half MP Cost

Armour Abilities MP +10%

AP 11000 (16500) **Gil** 6500

SAND WOLF

Sanubia Desert | **HP** 450 (675) | **MP** 55

Strength	23	Defence	1	Magic	1	Magic Def.	120	Elements	Fire x1.5	Lightning -	
Agility	23	Luck	15	Evasion	9	Accuracy	0	Water -	Ice x1.5	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Sleeping Powder x2	Rare	Sleeping Powder x2	**Bribe**	Gil	11250	Item	Sleeping Powder			
Items	Normal	*	Rare	*	**Equipment**	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Silence Ward, Sleep Ward, Magic Def +5%

AP 310 (620) **Gil** 225

SAND WORM

Sanubia Desert | **HP** 45000 (1432) | **MP** 100

Strength	30	Defence	5	Magic	28	Magic Def.	5	Elements	Fire x1/2	Lightning -	
Agility	8	Luck	15	Evasion	0	Accuracy	0	Water x1.5	Ice x1.5	Holy -	

Status Effects																	
	SLC	0	SLP	80 **	DRK	50	PSN	0 (10%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	50	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Shadow Gem x2	Rare	Stamina Spring x2	**Bribe**	Gil	1125000	Item	Winning Formula			
Items	Normal	Ability Sphere x2	Rare	Lv. 1 Key Sphere x1	**Equipment**	Rate	128/256	Ability Slots	2-4	Abilities Attached	1-3	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Slowtouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +10%, Auto-Potion

AP 2000 (3000) **Gil** 1000

SANDRAGORA

Sanubia Desert | **HP** 12750 (1432) | **MP** 3

Strength	25	Defence	1	Magic	1	Magic Def.	1	Elements	Fire x1.5	Lightning -	
Agility	12	Luck	15	Evasion	0	Accuracy	0	Water ABS	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	80	DRK	IMM	PSN	25 (25%)	PTR	25	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	25	PRV	IMM	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Remedy x2	Rare	Musk x10	**Bribe**	Gil	318750	Item	Remedy			
Items	Normal	***	Rare	***	**Equipment**	Rate	16/256	Ability Slots	1-3	Abilities Attached	1-3	
								Enemy Skills	Seed Cannon			

Weapon Abilities Piercing (Kimahri and Auron), Poisontouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities Poison Ward, HP +5%, HP +10%

AP 540 (1080) **Gil** 336

SEYMOUR

Macalania Temple | **HP** 6000 (1400) | **MP** 100

Strength	20	Defence	1	Magic	25****	Magic Def.	25	Elements	Fire -	Lightning -	
Agility	20	Luck	15	Evasion	0	Accuracy	100	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	40 (10%)	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM	
MGB	50	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Turbo Ether x1	Rare	Elixir x1	**Bribe**	Gil	-	Item	-			
Items	Normal	Blk Magic Sphere x1	Rare	Special Sphere x1	**Equipment**	Rate	255/256	Ability Slots	2-4	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Silencestrike

Armour Abilities Silenceproof

AP 2000 (3000) **Gil** 5000

SEYMOUR FLUX

Mt. Gagazet | **HP** 70000 (3500) | **MP** 512

Strength	30	Defence	40	Magic	15	Magic Def.	40	Elements	Fire -	Lightning -	
Agility	38	Luck	15	Evasion	0	Accuracy	100	Water -	Ice -	Holy -	

Status Effects																	
	SLC	50	SLP	IMM	DRK	IMM	PSN	90 (2%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Elixir x1	Rare	Elixir x1	**Bribe**	Gil	-	Item	-			
Items	Normal	Lv. 4 Key Sphere x1	Rare	Lv. 4 Key Sphere x1	**Equipment**	Rate	255/256	Ability Slots	2-4	Abilities Attached	1-2	
								Enemy Skills	-			

Weapon Abilities Piercing (Kimahri and Auron), Darkstrike

Armour Abilities SOS Shell

AP 10000 (15000) **Gil** 6000

* Power Sphere, Al Bhed Potion x1 ** Immune to sleep when preparing its Earthquake attack. *** Mana Sphere x1, Al Bhed Potion x2 **** Increases to 32 once Seymour has dismissed Anima

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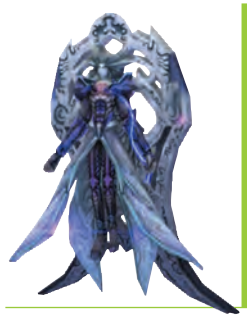


SEYMOUR NATUS

Highbridge | HP 36000 (3500) | MP 200

Strength	30	Defence	1	Magic	25	Magic Def.	1	Elements		Fire	-	Lightning	-		
Agility	21	Luck	15	Evasion	0	Accuracy	100	Water	-	Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	50 (4%)	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM

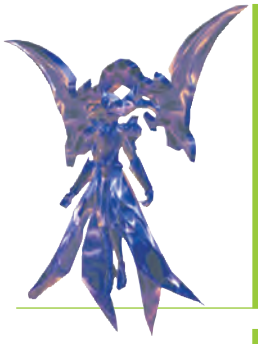
Steal	Normal	Tetra Elemental x2	Rare	Tetra Elemental x3	Bribe	Gil	-	Item	-				
Items	Normal	Lv. 2 Key Sphere x2	Rare	Lv. 2 Key Sphere x2	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1-2		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Enemy Skills: -

Armour Abilities: SOS Shell

AP 6300 (9450) | Gil 3500



SEYMOUR OMNIS

Sin | HP 80000 (15000) | MP 999

Strength	20	Defence	180	Magic	35	Magic Def.	100	Elements		Fire	-	Lightning	-		
Agility	40	Luck	20	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM

Steal	Normal	Shining Gem x1	Rare	Supreme Gem x1	Bribe	Gil	-	Item	-				
Items	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x2	Equipment	Rate	255/256	Ability Slots	3-4	Abilities Attached	1-2		

Weapon Abilities: Piercing (Kimahri and Auron), Magic +20%

Enemy Skills: -

Armour Abilities: SOS Shell, SOS Protect, SOS Haste

AP 24000 (36000) | Gil 12000

SHRED

Calm Lands | HP 1950 (2925) | MP 30

Strength	35	Defence	1	Magic	1	Magic Def.	180	Elements		Fire	x1.5	Lightning	x1/2		
Agility	10	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice	x1/2	Holy	-		

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0

Steal	Normal	Hypello Potion x1	Rare	Hypello Potion x2	Bribe	Gil	48750	Item	Hypello Potion				
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Enemy Skills: -

Armour Abilities: Berserk Ward

AP 480 (960) | Gil 368

SIMURGH

Djose Highroad | HP 200 (300) | MP 27

Strength	13	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	x1.5	Lightning	-		
Agility	17	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0

Steal	Normal	Smoke Bomb x1	Rare	Smoke Bomb x2	Bribe	Gil	5000	Item	Smoke Bomb				
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3		

Weapon Abilities: Sensor, Piercing (Kimahri and Auron), Distil Speed

Enemy Skills: -

Armour Abilities: Dark Ward, Magic Def +3%

AP 48 (96) | Gil 73

SIN (CORE)

Sin | HP 36000 (3000) | MP 999

Strength	1	Defence	100	Magic	30	Magic Def.	100	Elements		Fire	-	Lightning	-		
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0
RFL	IMM	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM

Steal	Normal	Stamina Spring x3	Rare	Stamina Spring x4	Bribe	Gil	-	Item	-				
Items	Normal	MP Sphere x1	Rare	MP Sphere x1	Equipment	Rate	255/256	Ability Slots	3-4	Abilities Attached	1-2		

Weapon Abilities: Piercing (Kimahri and Auron), Slowstrike

Enemy Skills: -

Armour Abilities: Slowproof

AP 18000 (27000) | Gil 10000

SIN (FIN)

S. S. Liki | HP 2000 (1000) | MP 100

Strength	1	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-	Lightning	-		
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	IMM	SHL	IMM
RFL	IMM	HST	IMM	RGN	IMM	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-				
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2		

Weapon Abilities: Piercing (Kimahri and Auron), Icestrike

Enemy Skills: -

Armour Abilities: Fire Ward, Lightning Ward, Water Ward, Ice Ward

AP 10 (15) | Gil 100

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SIN (HEAD)

Airship	HP	140000 (10000)	MP	999

Strength	30	Defence	40	Magic	30	Magic Def.	40	Elements		Fire	-
Agility	30	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-
										Lightning	-
										Holy	-

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	IMM	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Ether x1	Rare	Supreme Gem x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	3-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Darkstrike, Silencestrike, Sleepstrike, Slowstrike

Armour Abilities Silenceproof

AP 20000 (30000) **Gil** 12000

SINSCALE

Zanarkand	HP	100 (500)	MP	0

Strength	5	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-
Agility	8	Luck	0	Evasion	0	Accuracy	0	Water	-	Ice	-
										Lightning	-
										Holy	-

Status Effects																	
	SLC	0	SLP	0	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	IMM	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 0 (0) **Gil** 0

SINSCALE

S. S. Liki	HP	200 (400)	MP	0

Strength	13	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-
Agility	12	Luck	0	Evasion	0	Accuracy	0	Water	-	Ice	-
										Lightning	-
										Holy	-

Status Effects																	
	SLC	0	SLP	0	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 2 (3) **Gil** 22

SINSCALE

S. S. Liki	HP	100 (300)	MP	0

Strength	11	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-
Agility	1	Luck	0	Evasion	0	Accuracy	100	Water	-	Ice	-
										Lightning	-
										Holy	-

Status Effects																	
	SLC	0	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	IMM	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	0	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 2 (3) **Gil** 24

SINSPAWN AMMES

Zanarkand	HP	2400 (1000)	MP	400

Strength	1	Defence	1	Magic	5	Magic Def.	1	Elements		Fire	-
Agility	9	Luck	10	Evasion	0	Accuracy	0	Water	-	Ice	-
										Lightning	-
										Holy	-

Status Effects																	
	SLC	0	SLP	IMM	DRK	0	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	IMM	DEM	IMM	DLY	0	EJC	IMM	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 0 (0) **Gil** 0

SINSPAWN ECHUILLES

S. S. Liki	HP	2000 (400)	MP	20

Strength	10	Defence	1	Magic	15	Magic Def.	1	Elements		Fire	-
Agility	5	Luck	15	Evasion	0	Accuracy	15	Water	-	Ice	-
										Lightning	-
										Holy	-

Status Effects																	
	SLC	0	SLP	IMM	DRK	0	PSN	0 (25%)	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	IMM	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x2	Rare	Ability Sphere x2	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike

Armour Abilities Water Ward

AP 12 (18) **Gil** 115

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SINSPAWN GENAIS

Sin	HP	20000 (2000)	MP	200

Strength	30	Defence	80	Magic	35	Magic Def.	50
Agility	25	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	-	Water	ABS
Ice	-	Holy	-		

Status Effects																	
		SLC	100	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	80 (IMM)	PWB	0
MGB	0	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (30)	NUL	0	SHL	0	PRT	0
RFL	IMM	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	*	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Star Curtain x1	Rare	Shining Gem x1	Bribe	Gil	-	Item	-		
Items	Normal	Return Sphere x1	Rare	Return Sphere x1	Equipment	Rate	255/256	Ability Slots	3-4	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Zombiestrike

Armour Abilities Zombieproof — **AP** 1800 (2700) **Gil** 10000

SINSPAWN GENEAUX

Kilika Temple	HP	3000 (900)	MP	30

Strength	15	Defence	1	Magic	10	Magic Def.	1
Agility	7	Luck	0	Evasion	0	Accuracy	100

Elements					
Fire	x1.5	Lightning	-	Water	ABS
Ice	-	Holy	-		

Status Effects																	
		SLC	0	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	IMM	DOM	IMM	NUL	IMM	SHL	IMM	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x2	Rare	Power Sphere x3	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Darktouch

Armour Abilities Dark Ward — **AP** 48 (72) **Gil** 300

SINSPAWN GUI**

Mushroom Rock Road	HP	12000 (800)	MP	30

Strength	29	Defence	1	Magic	20	Magic Def.	30
Agility	10	Luck	15	Evasion	0	Accuracy	100

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Potion x1	Rare	Potion x1	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Sleepstrike

Armour Abilities Sleepproof — **AP** 400 (600) **Gil** 1000

SINSPAWN GUI***

Mushroom Rock Road	HP	6000 (800)	MP	30

Strength	15	Defence	1	Magic	20	Magic Def.	30
Agility	10	Luck	15	Evasion	0	Accuracy	100

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	IMM	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Potion x1	Rare	Potion x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 1 Key Sphere x3	Rare	Lv. 1 Key Sphere x3	Equipment	Rate	255/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Sleepstrike

Armour Abilities Sleepproof — **AP** 0 (0) **Gil** 1000

SKOLL

Calm Lands	HP	1000 (1500)	MP	60

Strength	28	Defence	1	Magic	1	Magic Def.	180
Agility	28	Luck	15	Evasion	10	Accuracy	0

Elements					
Fire	x1.5	Lightning	x1.5	Water	-
Ice	-	Holy	-		

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Dream Powder x1	Rare	Dream Powder x2	Bribe	Gil	25000	Item	Dream Powder		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Silence Ward, Sleep Ward — **AP** 480 (960) **Gil** 420

SNOW FLAN

Djose Highroad	HP	600 (900)	MP	120

Strength	1	Defence	120	Magic	19	Magic Def.	1
Agility	7	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	x1/2	Water	x1/2
Ice	ABS	Holy	-		

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Antarctic Wind x2	Rare	Antarctic Wind x2	Bribe	Gil	15000	Item	Arctic Wind		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Icestrike, Distil Mana

Armour Abilities Ice Ward, Iceproof — **AP** 48 (96) **Gil** 93

* Immune if the shell is closed ** Before Operation Mi'ihen *** After Operation Mi'ihen

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SNOW WOLF

Lake Macalania | **HP** 400 (600) | **MP** 50

Strength	20	Defence	1	Magic	1	Magic Def.	120	Elements	Fire x1.5	Lightning -	
Agility	20	Luck	15	Evasion	8	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Sleeping Powder x1	Rare	Sleeping Powder x2	Bribe	Gil	10000	Item	Sleeping Powder		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Silence Ward, Sleep Ward, Magic Def +5% | **AP** 300 (600) | **Gil** 192

SPATHI

Via Purifico with Yuna | **HP** 20000 (2550) | **MP** 1500

Strength	31	Defence	1	Magic	38	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities - | **AP** 0 (0) | **Gil** 0

SPECTRAL KEEPER

Dome | **HP** 52000 (8000) | **MP** 500

Strength	36	Defence	100	Magic	1	Magic Def.	100	Elements	Fire -	Lightning -	
Agility	36	Luck	15	Evasion	0	Accuracy	8	Water -	Ice -	Holy -	

Status Effects																	
	SLC	0	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Ether x1	Rare	Turbo Ether x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 4 Key Sphere x1	Rare	Lv. 4 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities Fireproof, Lightningproof, Waterproof, Iceproof | **AP** 12000 (18000) | **Gil** 7000

SPHERIMORPH

Macalania Woods | **HP** 12000 (2000) | **MP** 100

Strength	20	Defence	100	Magic	20	Magic Def.	1	Elements	Fire *	Lightning *	
Agility	15	Luck	15	Evasion	0	Accuracy	30	Water *	Ice *	Holy *	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	90 (5%)	PTR	IMM	SLW	IMM	ZMB	0 (IMM)	PWB	0	
MGB	0	ARB	0	MNB	0	THR	75	DTH	IMM	PRV	IMM	DOM	0 (20)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Ether x1	Rare	Turbo Ether x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 2 Key Sphere x1	Rare	Lv. 2 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward | **AP** 3240 (4860) | **Gil** 4000

SPIRIT

Omega Ruins | **HP** 10000 (13560) | **MP** 700

Strength	1	Defence	60	Magic	42	Magic Def.	1	Elements	Fire x1/2	Lightning ABS	
Agility	24	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice x1/2	Holy x1/2	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0	
MGB	0	ARB	IMM	MNB	0	THR	0	DTH	IMM	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Stamina Spring x1	Rare	Stamina Spring x2	Bribe	Gil	250000	Item	Twin Stars		
Items	Normal	Mana Sphere x1	Rare	Friend Sphere x1	Equipment	Rate	8/256	Ability Slots	3-4	Abilities Attached	1-3
								Enemy Skills	White Wind		

Weapon Abilities Piercing (Kimahri and Auron), Sleeptouch, Sleepstrike

Armour Abilities Sleepproof, Magic Def +20% | **AP** 4300 (8600) | **Gil** 1300

SPLASHER

Mt. Gagazet | **HP** 200 (900) | **MP** 2

Strength	14	Defence	1	Magic	1	Magic Def.	1	Elements	Fire x1/2	Lightning x1.5	
Agility	20	Luck	15	Evasion	10	Accuracy	0	Water IMM	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Grenade x1	Rare	Frag Grenade x1	Bribe	Gil	5000	Item	Dragon Scale		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1	Abilities Attached	0-1
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, Defence +3% | **AP** 140 (220) | **Gil** 100

* variable

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SPLASHER X2

Mt. Gagazet | HP 400 (900) | MP 4

Strength	19	Defence	1	Magic	1	Magic Def.	1	Elements	Fire	x1/2	Lightning x1.5
Agility	17	Luck	15	Evasion	8	Accuracy	0		Water	IMM	Ice - Holy -

Status Effects																			
		SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal Items	Normal	Grenade x1	Rare	Frag Grenade x1	Bribe Equipment	Gil	10000	Item	Dragon Scale		
	Normal	Power Sphere x1	Rare	Power Sphere x1		Rate	8/256	Ability Slots	1	Abilities Attached	0-1
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, Defence +3%

AP 300 (600) | Gil 140

SPLASHER X3

Mt. Gagazet | HP 600 (900) | MP 6

Strength	24	Defence	1	Magic	1	Magic Def.	1	Elements	Fire	x1/2	Lightning x1.5
Agility	15	Luck	15	Evasion	6	Accuracy	0		Water	IMM	Ice - Holy -

Status Effects																			
		SLC	20	SLP	IMM	DRK	20	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal Items	Normal	Grenade x1	Rare	Frag Grenade x1	Bribe Equipment	Gil	15000	Item	Dragon Scale		
	Normal	Power Sphere x1	Rare	Power Sphere x1		Rate	8/256	Ability Slots	1	Abilities Attached	0-1
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities HP +5%, Defence +3%

AP 440 (880) | Gil 200

SWAMP MAFDET

Via Purifico with Yuna | HP 850 (1275) | MP 1

Strength	30	Defence	1	Magic	1	Magic Def.	120	Elements	Fire	-	Lightning x1.5
Agility	6	Luck	15	Evasion	0	Accuracy	0		Water	-	Ice x1.5 Holy -

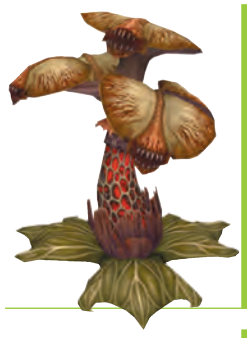
Status Effects																			
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal Items	Normal	Hi-Potion x 1	Rare	Hypello-Potion x 1	Bribe Equipment	Gil	21250	Item	Hypello Potion		
	Normal	Power Sphere x1	Rare	Power Sphere x1		Rate	12/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities Berserk Ward, Defence +5%

AP 240 (480) | Gil 290



THORN

Cavern of the Stolen Fayth | HP 4080 (4060) | MP 120

Strength	1	Defence	1	Magic	25	Magic Def.	1	Elements	Fire	x1.5	Lightning x1/2
Agility	8	Luck	15	Evasion	0	Accuracy	0		Water	x1/2	Ice x1/2 Holy -

Status Effects																			
		SLC	IMM	SLP	95	DRK	IMM	PSN	IMM	PTR	25	SLW	0	ZMB	IMM	PWB	0
MGB	IMM	ARB	0	MNB	0	THR	0	DTH	25	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal Items	Normal	Silence Grenade x2	Rare	Ether x1	Bribe Equipment	Gil	102000	Item	Turbo Ether		
	Normal	Mana Sphere x1	Rare	Mana Sphere x1		Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Sleeptouch, Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Sleep Ward, MP +5%

AP 830 (1660) | Gil 530

THUNDER FLAN

Mi'ihen Highroad | HP 450 (675) | MP 50

Strength	1	Defence	120	Magic	17	Magic Def.	1	Elements	Fire	x1/2	Lightning ABS
Agility	6	Luck	15	Evasion	0	Accuracy	0		Water	x1.5	Ice x1/2 Holy -

Status Effects																			
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal Items	Normal	Electro Marble x1	Rare	Electro Marble x2	Bribe Equipment	Gil	11250	Item	Lightning Marble		
	Normal	Mana Sphere x1	Rare	Mana Sphere x1		Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike, Distil Mana

Armour Abilities Lightning Ward, Lightningproof

AP 24 (48) | Gil 50

TONBERRY

Cavern of the Stolen Fayth | HP 13500 (4060) | MP 1

Strength	40	Defence	10	Magic	43	Magic Def.	10	Elements	Fire	-	Lightning -
Agility	14	Luck	15	Evasion	0	Accuracy	0		Water	-	Ice - Holy -

Status Effects																			
		SLC	IMM	SLP	20	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (25)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 1

Steal Items	Normal	Hi-Potion x1	Rare	Farplane Shadow x1	Bribe Equipment	Gil	337500	Item	Amulet		
	Normal	Power Sphere x1	Rare	Lv. 2 Key Sphere x1		Rate	128/256	Ability Slots	2-3	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Deathtouch, Slowtouch

Armour Abilities Death Ward

AP 6500 (9750) | Gil 2000

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TROS

Underwater Ruins | HP 2200 (600) | MP 10

Strength	10	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-	Lightning	-
Agility	12	Luck	15	Evasion	0	Accuracy	20	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	IMM	SLP	0	DRK	IMM	PSN	0	PTR	IMM	SLW	0	ZMB	IMM	PWB	0
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	0	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Grenade x1	Rare	Grenade x3	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x2	Rare	Power Sphere x2	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities: -

Armour Abilities: - | AP 8 (12) | Gil 100

ULTIMA WEAPON

Omega Ruins | HP 70000 (13560) | MP 1

Strength	50	Defence	60	Magic	45	Magic Def.	60	Elements		Fire	-	Lightning	-
Agility	28	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	95	SLP	IMM	DRK	95	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (99)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Door to Tomorrow x10	Rare	Door to Tomorrow x20	Bribe	Gil	2499975	Item	Pendulum		
Items	Normal	Lv. 3 Key Sphere x3	Rare	Lv. 3 Key Sphere x3	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1
								Enemy Skills	-		

Weapon Abilities: Double Overdrive

Armour Abilities: Break MP Limit | AP 40000 (50000) | Gil 20000

VALAHA

Cavern of the Stolen Fayth | HP 8700 (4060) | MP 29

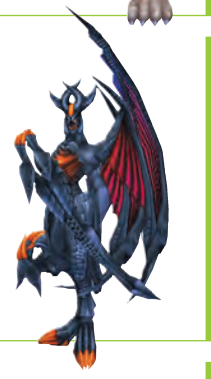
Strength	36	Defence	1	Magic	21	Magic Def.	1	Elements		Fire	x1/2	Lightning	-
Agility	23	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	0	SLP	80	DRK	95	PSN	25 (25%)	PTR	25	SLW	IMM	ZMB	0	PWB	0
MGB	IMM	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	0	DOM	0 (2)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1 Hi-	Rare	Potion x2	Bribe	Gil	217500	Item	X-Potion		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	128/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	Fire Breath		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Silencetouch, Distil Ability

Armour Abilities: HP +10% | AP 1320 (1980) | Gil 720



VARUNA

Sin, Omega Ruins | HP 56000 (11036) | MP 1

Strength	13	Defence	50	Magic	38	Magic Def.	10	Elements		Fire	x1/2	Lightning	x1/2
Agility	26	Luck	15	Evasion	0	Accuracy	0	Water	x1/2	Ice	x1/2	Holy	x1.5

Status Effects																	
		SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	80	SLW	IMM	ZMB	IMM	PWB	0
MGB	IMM	ARB	IMM	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (7)	NUL	0	SHL	0	PRT	0
RFL	IMM	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Farplane Wind x1	Rare	Shining Gem x1	Bribe	Gil	1400000	Item	Megalixir		
Items	Normal	Mana Sphere x1	Rare	Lv. 2 Key Sphere x1	Equipment	Rate	128/256	Ability Slots	3-4	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Magic +10%, Double Overdrive

Armour Abilities: SOS Shell, Magic Def +10% | AP 19500 (29250) | Gil 1780

VOUIVRE

Luca Stadium | HP 255 (500) | MP 1

Strength	20	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-	Lightning	-
Agility	3	Luck	0	Evasion	0	Accuracy	25	Water	-	Ice	-	Holy	-

Status Effects																	
		SLC	0	SLP	0	DRK	0	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Icestrike

Armour Abilities: Slow Ward, HP +5% | AP 14 (21) | Gil 50

VOUIVRE

Mi'ihen Highroad | HP 255 (383) | MP 22

Strength	20	Defence	1	Magic	21	Magic Def.	120	Elements		Fire	-	Lightning	-
Agility	6	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	x1.5	Holy	-

Status Effects																	
		SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Potion x1	Rare	Silver Hourglass x1	Bribe	Gil	6375	Item	Silver Hourglass		
Items	Normal	Power Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities: Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Power

Armour Abilities: Slow Ward, HP +5% | AP 24 (48) | Gil 60

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WARRIOR MONK

Bevelle	HP	1400 (2100)	MP	20

Strength	20	Defence	1	Magic	20	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	19	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	50	DRK	95	PSN	25 (25%)	PTR	25	SLW	0	ZMB	25	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	0	DTH	0	PRV	IMM	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x2	Rare	Purifying Salt x1	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5%, Magic Counter

Armour Abilities Death Ward, Magic Def +5%

AP 420 (840) **Gil** 460

WARRIOR MONK

Bevelle	HP	1400 (2100)	MP	20

Strength	20	Defence	1	Magic	20	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	17	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	50	DRK	95	PSN	25 (25%)	PTR	25	SLW	0	ZMB	25	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	0	DTH	0	PRV	IMM	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x2	Rare	Purifying Salt x1	Bribe	Gil	-	Item	-		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5%, Magic Counter

Armour Abilities Death Ward, Magic Def +5%

AP 420 (840) **Gil** 460

WASP

Macalania Woods	HP	360 (540)	MP	30

Strength	17	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	18	Luck	15	Evasion	13	Accuracy	0	Water -	Ice x1.5	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	Poison Fang x1	Bribe	Gil	9000	Item	Poison Fang		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Poison Ward, MP +10%

AP 240 (480) **Gil** 142

WATER FLAN

Besaid Island	HP	315 (473)	MP	30

Strength	3	Defence	120	Magic	15	Magic Def.	1	Elements	Fire x1/2	Lightning x1.5	
Agility	5	Luck	15	Evasion	0	Accuracy	0	Water ABS	Ice x1/2	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Fish Scale x1	Rare	Dragon Scale x1	Bribe	Gil	7875	Item	Water Gem		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Waterstrike, Distil Mana

Armour Abilities Water Ward, Waterproof

AP 2 (4) **Gil** 18

WENDIGO

Lake Macalania	HP	18000 (1432)	MP	32

Strength	40	Defence	1	Magic	1	Magic Def.	1	Elements	Fire -	Lightning -	
Agility	18	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	IMM	PRV	0	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	IMM	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 1

Steal	Normal	Hi-Potion x1	Rare	X-Potion x1	Bribe	Gil	-	Item	-		
Items	Normal	Power Sphere x1	Rare	Power Sphere x2	Equipment	Rate	128/256	Ability Slots	1-2	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Counter-Attack

Armour Abilities SOS Haste, HP +10%

AP 2000 (3000) **Gil** 3000

WHITE ELEMENT

Mi'ihen Highroad	HP	390 (585)	MP	120

Strength	1	Defence	120	Magic	22	Magic Def.	1	Elements	Fire x1.5	Lightning x1/2	
Agility	5	Luck	15	Evasion	0	Accuracy	0	Water x1/2	Ice ABS	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Antarctic Wind x1	Rare	Antarctic Wind x2	Bribe	Gil	9750	Item	Arctic Wind		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Icestrike, Distil Mana

Armour Abilities Ice Ward, Iceproof

AP 20 (40) **Gil** 48

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WORKER

Luca Seaport	HP	300 (600)	MP	1

Strength	12	Defence	100	Magic	1	Magic Def.	1	Elements		Fire	-
Agility	10	Luck	15	Evasion	0	Accuracy	15	Water	-	Ice	-
Lightning	x1.5	Holy	-								

Status Effects																	
SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM		
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	IMM	DLY	0
EJC	IMM	ZNM	Lv. 1														

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	Hi-Potion x1	Rare	X-Potion x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike

Armour Abilities SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost — **AP** 7 (10) **Gil** 85

WRAITH

Sin	HP	22222 (13560)	MP	3500

Strength	1	Defence	150	Magic	24	Magic Def.	30	Elements		Fire	*
Agility	25	Luck	15	Evasion	0	Accuracy	0	Water	*	Ice	*
Lightning	*	Holy	x1.5								

Status Effects																	
SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM		
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (3)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	0	ZNM	Lv. 1														

Steal	Normal	Farplane Shadow x1	Rare	Farplane Wind x1	Bribe	Gil	555550	Item	Farplane Wind		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x2	Equipment	Rate	40/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	Doom		

Weapon Abilities Piercing (Kimahri and Auron), Magic +5%, Magic +10%, Distil Mana

Armour Abilities MP +10%, No Encounters — **AP** 3100 (6200) **Gil** 1070

XIPHOS

Macalania Woods	HP	2700 (1432)	MP	5

Strength	20	Defence	1	Magic	1	Magic Def.	1	Elements		Fire	-
Agility	17	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	-
Lightning	-	Holy	-								

Status Effects																	
SLC	20	SLP	IMM	DRK	50	PSN	IMM	PTR	0	SLW	0	ZMB	0	PWB	0		
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (2)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	0	ZNM	Lv. 1														

Steal	Normal	Hi-Potion x1	Rare	Mega-Potion x1	Bribe	Gil	67500	Item	Megalixir		
Items	Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment	Rate	128/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), SOS Overdrive

Armour Abilities Defence +5% — **AP** 520 (780) **Gil** 220

YAT-97

Dome	HP	3700 (5550)	MP	1

Strength	43	Defence	1	Magic	38	Magic Def.	120	Elements		Fire	x1.5
Agility	12	Luck	15	Evasion	0	Accuracy	0	Water	x1.5	Ice	-
Lightning	-	Holy	-								

Status Effects																	
SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM		
MGB	IMM	ARB	IMM	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (15)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM
EJC	0	ZNM	Lv. 1														

Steal	Normal	Holy Water x3	Rare	Ether x2	Bribe	Gil	92500	Item	Ether		
Items	Normal	Phoenix Down x2	Rare	Mega Phoenix x1	Equipment	Rate	30/256	Ability Slots	2-4	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward — **AP** 3200 (4800) **Gil** 1080

YAT-99

Bevelle	HP	2700 (2108)	MP	1

Strength	40	Defence	1	Magic	32	Magic Def.	120	Elements		Fire	x1.5
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water	x1.5	Ice	-
Lightning	-	Holy	-								

Status Effects																	
SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM		
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (15)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	0	ZNM	Lv. 1														

Steal	Normal	Remedy x1	Rare	Ether x1	Bribe	Gil	67500	Item	Ether		
Items	Normal	Phoenix Down x1	Rare	Mega Phoenix x1	Equipment	Rate	30/256	Ability Slots	2-3	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu), Distil Speed

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward — **AP** 1870 (2805) **Gil** 1300

YELLOW ELEMENT

Kilika Woods	HP	300 (450)	MP	100

Strength	1	Defence	120	Magic	18	Magic Def.	1	Elements		Fire	x1/2
Agility	5	Luck	15	Evasion	0	Accuracy	0	Water	x1.5	Ice	x1/2
Lightning	ABS	Holy	-								

Status Effects																	
SLC	20	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	0		
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0
PRT	0	RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0
EJC	0	ZNM	Lv. 1														

Steal	Normal	Electro Marble x1	Rare	Lightning Marble x1	Bribe	Gil	7500	Item	Lightning Marble		
Items	Normal	Mana Sphere x1	Rare	Mana Sphere x1	Equipment	Rate	8/256	Ability Slots	1-2	Abilities Attached	0-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Lightningstrike, Distil Mana

Armour Abilities Lightning Ward — **AP** 9 (18) **Gil** 33

* variable

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YENKE RONSO

Mt. Gagazet	HP	* (2500)	MP	200

Strength	**	Defence	30	Magic	***	Magic Def.	50
Agility	****	Luck	15	Evasion	0	Accuracy	100

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (20)	NUL	0	SHL	0	PRT	0
RFL	IMM	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x2	Bribe	Gil	-	Item	-		
Items	Normal	Return Sphere x1	Rare	Friend Sphere x1	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1
								Enemy Skills	*****		

Weapon Abilities Piercing

Armour Abilities MP +20%

AP 4500 (6750) **Gil** 1500

YKT-11

Dome	HP	6200 (8848)	MP	1

Strength	34	Defence	1	Magic	1	Magic Def.	60
Agility	25	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	-	Water	x1.5
Ice	-	Holy	-		

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	95	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	0	DOM	0 (15)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	IMM	EJC	0	ZNM	Lv. 1

Steal	Normal	Holy Water x3	Rare	Ether x2	Bribe	Gil	155000	Item	Elixir		
Items	Normal	Hi-Potion x2	Rare	Mega-Potion x1	Equipment	Rate	30/256	Ability Slots	2-4	Abilities Attached	0-2
								Enemy Skills	Thrust Kick		

Weapon Abilities Piercing (Kimahri and Auron), Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward

AP 3200 (4800) **Gil** 1080

YKT-63

Bevelle	HP	4200 (2108)	MP	1

Strength	30	Defence	1	Magic	1	Magic Def.	60
Agility	22	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	-	Water	x1.5
Ice	-	Holy	-		

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	95	PSN	IMM	PTR	IMM	SLW	0	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	0	DOM	0 (15)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Remedy x1	Rare	Ether x1	Bribe	Gil	105000	Item	Elixir		
Items	Normal	Hi-Potion x1	Rare	Mega-Potion x1	Equipment	Rate	30/256	Ability Slots	2-3	Abilities Attached	0-2
								Enemy Skills	Thrust Kick		

Weapon Abilities Piercing (Kimahri and Auron), Strength +3% (except Yuna and Lulu), Strength +5% (except Yuna and Lulu), Magic +3% (Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Fire Ward, Lightning Ward, Water Ward, Ice Ward

AP 1870 (2805) **Gil** 1300

YOJIMBO

Cavern of the Stolen Fayth	HP	33000 (4060)	MP	2000

Strength	34	Defence	80	Magic	35	Magic Def.	1
Agility	32	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	-

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 0 (0) **Gil** 0

YOWIE

Cavern of the Stolen Fayth	HP	900 (1350)	MP	95

Strength	26	Defence	1	Magic	1	Magic Def.	180
Agility	29	Luck	15	Evasion	10	Accuracy	0

Elements					
Fire	x1/2	Lightning	x1/2	Water	x1/2
Ice	x1.5	Holy	-		

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Soft x1	Rare	Petrify Grenade x1	Bribe	Gil	22500	Item	Petrify Grenade		
Items	Normal	Speed Sphere x1	Rare	Power Sphere x1	Equipment	Rate	8/256	Ability Slots	1-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Slow Ward

AP 810 (1620) **Gil** 480

YU PAGODA

Sin	HP	5000****** (-)	MP	5000

Strength	1	Defence	1	Magic	20	Magic Def.	50
Agility	40	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	50	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	IMM	SHL	IMM	PRT	IMM
RFL	IMM	HST	0	RGN	IMM	DST	0	SNS	0	SCN	IMM	DEM	0	DLY	0	EJC	IMM	ZNM	Lv. 5

Steal	Normal	-	Rare	-	Bribe	Gil	-	Item	-		
Items	Normal	-	Rare	-	Equipment	Rate	-	Ability Slots	-	Abilities Attached	-
								Enemy Skills	-		

Weapon Abilities -

Armour Abilities -

AP 0 (0) **Gil** 0

* rises with Kimahri's Strengh and Magic ** 1/2 of Biran's Strength *** Depends on Kimahri's HP **** Kimahri's Agility -6 ***** Fire Breath, Aqua Breath, Stone Breath, White Wind ****** Initially 5000, but raises each time it regenerates.

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YUNALESCA

Dome	HP	24000 (10000)	MP	500

Strength	20	Defence	50	Magic	30	Magic Def.	50	Elements	Fire -	Lightning -	
Agility	40	Luck	20	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	75	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Stamina Tablet x1	Rare	Farplane Wind x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	2-4	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Zombiestrike

Armour Abilities Zombieproof — **AP** 0 (0) **Gil** 0

YUNALESCA 2ND FORM

Dome	HP	48000 (10000)	MP	500

Strength	20	Defence	50	Magic	30	Magic Def.	50	Elements	Fire -	Lightning -	
Agility	40	Luck	20	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	75	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Stamina Tablet x1	Rare	Farplane Wind x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	2-4	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Zombiestrike

Armour Abilities Zombieproof — **AP** 0 (0) **Gil** 0

YUNALESCA 3RD FORM

Dome	HP	60000 (10000)	MP	500

Strength	20	Defence	50	Magic	30	Magic Def.	50	Elements	Fire -	Lightning -	
Agility	40	Luck	20	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM	
MGB	IMM	ARB	IMM	MNB	IMM	THR	75	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	0	SCN	0	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Stamina Tablet x1	Rare	Farplane Wind x1	Bribe	Gil	-	Item	-		
Items	Normal	Lv. 3 Key Sphere x1	Rare	Lv. 3 Key Sphere x1	Equipment	Rate	255/256	Ability Slots	2-4	Abilities Attached	1-2
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Zombiestrike

Armour Abilities Zombieproof — **AP** 14000 (21000) **Gil** 9000

ZAURUS

Omega Ruins	HP	7850 (11775)	MP	1

Strength	38	Defence	30	Magic	1	Magic Def.	120	Elements	Fire -	Lightning -	
Agility	46	Luck	15	Evasion	14	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	0	SLW	0	ZMB	0	PWB	0	
MGB	0	ARB	0	MNB	0	THR	0	DTH	0	PRV	0	DOM	0 (1)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Petrify Grenade x2	Rare	Petrify Grenade x3	Bribe	Gil	196250	Item	Rename Card		
Items	Normal	Speed Sphere x1	Rare	Speed Sphere x2	Equipment	Rate	8/256	Ability Slots	2-4	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Firestrike, Lightningstrike, Waterstrike, Icestrike, Distil Speed

Armour Abilities Slow Ward, Slowproof — **AP** 5000 (10000) **Gil** 950

ZU

Sanubia Desert	HP	12000 (12000)	MP	50

Strength	32	Defence	20	Magic	30	Magic Def.	20	Elements	Fire -	Lightning -	
Agility	8	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	20	PSN	25 (25%)	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (3)	NUL	0	SHL	0	PRT	0
RFL	IMM	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Smoke Bomb x3	Rare	Smoke Bomb x4	Bribe	Gil	-	Item	-		
Items	Normal	*	Rare	**	Equipment	Rate	255/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Darktouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)

Armour Abilities Dark Ward — **AP** 1200 (1800) **Gil** 1200

ZU

Sanubia Desert	HP	18000 (1432)	MP	50

Strength	37	Defence	20	Magic	35	Magic Def.	20	Elements	Fire -	Lightning -	
Agility	20	Luck	15	Evasion	0	Accuracy	0	Water -	Ice -	Holy -	

Status Effects																	
	SLC	20	SLP	IMM	DRK	95	PSN	25 (25%)	PTR	IMM	SLW	0	ZMB	IMM	PWB	0	
MGB	0	ARB	0	MNB	0	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (5)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0	DEM	0	DLY	0	EJC	0	ZNM	Lv. 1

Steal	Normal	Smoke Bomb x3	Rare	Smoke Bomb x4	Bribe	Gil	450000	Item	Skill Sphere		
Items	Normal	*	Rare	***	Equipment	Rate	128/256	Ability Slots	2-3	Abilities Attached	1-3
								Enemy Skills	-		

Weapon Abilities Piercing (Kimahri and Auron), Darktouch, Strength +5% (except Yuna and Lulu), Magic +5% (Yuna and Lulu)

Armour Abilities Dark Ward — **AP** 1200 (1800) **Gil** 1200

* Power Sphere x1, Al Bhed Potion x2 ** Power Sphere x2, Al Bhed Potion x2 *** Power Sphere x2, Al Bhed Potion x3

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Blitzball

BLITZBALL

Blitzball, a cross between rugby and water polo, is the national sport of Spira, the world of Final Fantasy X. The following pages will tell you about blitzball's basic rules, as well as the tips and tricks you will need to master the game.

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WHAT YOU NEED TO KNOW

BLITZBALL BASICS

- You first get the chance to play blitzball in Luca (see page 75).
- After reaching the Mi'ihen Highroad, you'll be able to play blitzball matches at any Save Sphere (see page 78): just press the ⊗ button in front of a Save Sphere and select Play blitzball.
- Blitzball is played by two teams of six players (five field players and a goalkeeper).
- A match lasts for 10 game minutes, consisting of two five-minute halves. However, this does not include the time needed to consider your strategy and select actions.
- Your aim is to shoot the ball into the opposing goal, and to score more goals than your opponents by the end of the match.
- Each blitzball player has attributes determining the success of his actions. However, certain actions (as detailed in the rest of this chapter) are affected by a random factor: higher attributes than your opponent therefore do not guarantee that all actions will succeed.
- Victories are rewarded with items, techniques for the players and new Overdrive techniques for Wakka.
- Players' stats improve thanks to a system of experience points (EXP). You will also be able to recruit new players after reaching the Mi'ihen Highroad.

THE MAIN BLITZBALL MENU

Just select Play blitzball in front of a Save Sphere to open the main blitzball menu. You can then select the following options:

League, Tournament and Exhibition:
Select one of the three blitzball competition modes. The prizes on offer will be shown when you make your selection.

Tutorial:
This provides a step-by-step explanation of the game's most important rules, which beginners would be well advised to take a look at.

Team Data:
Take a look at your team's players, their stats and their techniques.

Cancel:
This returns you to your Final Fantasy X adventure.

Reset Data:
Be careful! This will reset all player parameters, levels and techniques learnt to date, restoring the original default settings.

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THE PLAYERS' ATTRIBUTES

Each player has eight attributes. He or she can have a maximum of 9,999 HP and EXP points, while all other stats can rise up to 99. In certain cases, there are two different abbreviations for one attribute. For example, AT and ATK both denote attack strength.

AT / ATK – attack strength:
The AT figure determines the strength of tackles. To determine whether or not a tackle will be successful it is compared with the EN level of the player being tackled. Defence players should have a higher level in order to steal the ball from attacking players.

BL / BLK – blocking:
The BL figure indicates how well a player can block passes or shots. Defence players, in particular, should have a high BL level, since the PA or SH figure of the player currently in possession is reduced by the BL figure of the defender.

CA / CAT – catching:
The CA figure is the goalkeeper's most important attribute, since it reduces the SH figure of an attacker, affecting their chances of scoring a goal. You should remember that the SH level is randomly increased or reduced by up to 50% when there is a shot on the goal.

EN / END – endurance:
In blitzball, tackles are known as breakthroughs. During a breakthrough attempt, the EN of the player in possession is compared with the AT of the player performing the tackle. Forward players should have high EN levels to ensure that they don't lose the ball when tackled.

EXP – experience points:
After each half, players receive EXP for certain actions during the game; these go towards raising the players' level, which in turn raises their attributes.

HP – hit points:
The player in possession continuously uses up HP while moving. Actions such as Pass and Shoot, as well as techniques, also deplete HP. The HP level is gradually restored during the time the player in question is not in possession. If the HP figure drops below 10, both the PA and SH stats are reduced by half. The blitzball HP level does not correspond to the HP figures in the rest of Final Fantasy X.

Lv – level:
Shows details regarding the experience level of a player.

PA / PAS – passing accuracy:
The higher the PA figure, the further a player can pass the ball. If opposing players block your player's pass, their BL figures will reduce your PA level. The PA level will fall continuously while the ball is travelling due to water resistance. If it drops to 0, the pass will fail and the ball will be intercepted by the nearest player.

SH / SHT – shooting skill:
The higher your player's SH figure, the greater the range and accuracy of his or her shots. If opposing players block your shot, their BL figure will reduce your SH level. The SH figure will fall continuously while the ball is travelling due to water resistance. The goalkeeper's CA figure also reduces the SH level. If it drops to 0, the shot will fail and the ball will go to the nearest player (but not the player who shot the ball).

SPD – speed:
Players' swimming speed. The average value is 60.

COMPETITIONS

LEAGUE

Six teams battle it out in a league. Each squad plays all the other teams twice, so you play ten matches in total. Your team will earn three points for a win and one point for a draw. The team with the most points at the end wins the league. In the event of a draw both teams will be declared winners.

TOURNAMENT

This competition is a knockout tournament involving six teams. The match selection is determined randomly. In case of a draw, matches go into five minutes of extra time; this is repeated until a goal is scored. A new tournament cannot be started immediately after the end of a previous tournament: the main blitzball menu must be opened five times before a tournament can be selected again.

EXHIBITION

Exhibitions are friendly matches – just the thing to gain playing knowledge and to try out new strategies. You can select any opposing team, but remember that your players will not gain EXP (experience points) during these bouts. However, Techcopy is possible, so you can build up your techniques without any of the other teams developing.

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PLANNING BEFORE EACH HALF

Once you've chosen between League, Tournament and Exhibition competitions, you must start preparing for the match. A blitzball match starts once you've allocated your players' positions, selected techniques and set the marks.

THE POSITIONS

Make sure that the most suitable players are occupying the various playing positions: your players' attributes should be the deciding factor. You can only change a selection once all the positions have been allocated.

LF – left forward:
This is the forward position, to the left as seen from your goalkeeper's point of view (bottom left of your overhead map). This player should have high EN and SH figures.

RF – right forward:
This is the forward position, to the right as seen from your goalkeeper's point of view (top left of your overhead map). Once again, this player should have high EN and SH figures.

MF – midfielder:
This is the central position, right in the middle of the field. It is best occupied by a player with good all-round levels: PA, AT and BL are particularly useful.

LD – left defence:
This is the defensive position, to the left as seen from your goalkeeper's point of view (bottom right of your overhead map). This player should have high AT and BL levels.

RD – right defence:
This is the defensive position, to the right as seen from your goalkeeper's point of view (top right of your overhead map). Once again, this defender should have high AT and BL figures.

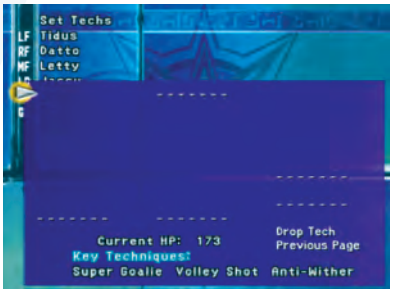
GL – goalkeeper:
Your own goal is always shown on the right of your overhead map, while the opposing goal is shown on the left - regardless of the game and half in question. You should make sure that your goalkeeper has a high CA level.

SELECTING TECHNIQUES

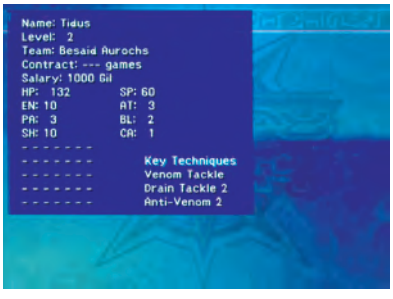
From level 3 on, players can use techniques in order to give their team the edge over their opponents. The higher a player's level, the more technique slots he or she has (from a maximum of five). The techniques used during a game are selected before each half.

Player level	Technique slots
1 – 2	0
3 – 6	1
7 – 11	2
12 – 19	3
20 – 29	4
30 – 99	5

Select a player and press ⊗. Your cursor is now pointing at the player's current techniques. An empty slot is indicated by a "_ _ _ _ _ _". If you want to use different techniques, just select the one you don't want and choose a different one on the subsequent screens. Then press ◎ to go back. Once you've made all your selections, select Done. The lists on pages 190-191 show all the techniques.



In order for a player to acquire the greatest possible number of techniques, it's important for them to learn their key techniques. These are listed under the player's techniques or under Team Data. Unless they have a key technique, a player will find that they can only learn a few techniques (the precise number depends on the player in question). Key techniques will enable them to learn a few more. Players can either learn new techniques by techcopying or by winning a prize at the end of a competition.



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THE TECHNIQUES

Shots	HP	SH bonus	Additional effect
Aurochs Spirit	600	10*	The combined SH of the original Aurochs team is added to Wakka's.
Invisible Shot	220	3	If the ball reaches the goal and the SH figure exceeds 0, there's a 60% chance of controlling the ball with your left analog stick. You then have five seconds to steer the ball around the goalkeeper's circular block zone into the goal.
Jecht Shot	120	5	Eliminates up to two opponents blocking your shot.
Jecht Shot 2	999	10	Eliminates up to three opponents blocking your shot. Also has the Invisible Shot effect.
Nap Shot	45	3	If the goalkeeper touches the ball, there's a 40% chance of inflicting the Sleep status ailment.
Nap Shot 2	80	5	If the goalkeeper touches the ball, there's a 70% chance of inflicting the Sleep status ailment.
Nap Shot 3	350	7	If the goalkeeper touches the ball, the Sleep status ailment will be inflicted.
Sphere Shot	90	3	Random SH bonus using the ⊗ button: player level (1-19) + (0-10) SH bonus points; level (20-39) + (0-15) SH bonus points; level (over 39) + (0-20) SH bonus points.
Venom Shot	20	3	If the goalkeeper touches the ball, there's a 40% chance of inflicting the Poison status ailment.
Venom Shot 2	35	5	If the goalkeeper touches the ball, there's a 70% chance of inflicting the Poison status ailment.
Venom Shot 3	100	7	If the goalkeeper touches the ball, the Poison status ailment will be inflicted.
Wither Shot	30	3	If the goalkeeper touches the ball, there's a 40% chance of the BL or CA figure being reduced by half.
Wither Shot 2	180	5	If the goalkeeper touches the ball, there's a 70% chance of the BL or CA figure being reduced by half.
Wither Shot 3	390	7	If the goalkeeper touches the ball, the BL or CA figure will be reduced by half.

* If Datto, Letty, Jassu, Botta or Keepa are on the team, their SH figures are totalled as an SH bonus.

Passes	HP	PA bonus	Additional effect (unless your opponent catches the ball)
Nap Pass	40	3	If an opponent touches the ball, there's a 30% chance of inflicting the Sleep status ailment.
Nap Pass 2	200	5	If an opponent touches the ball, there's a 60% chance of inflicting the Sleep status ailment.
Nap Pass 3	510	7	If an opponent touches the ball, the Sleep status ailment will be inflicted.
Venom Pass	40	3	If an opponent touches the ball, there's a 30% chance of inflicting the Poison status ailment.
Venom Pass 2	120	5	If an opponent touches the ball, there's a 60% chance of inflicting the Poison status ailment.
Venom Pass 3	350	7	If an opponent touches the ball, the Poison status ailment will be inflicted.
Wither Pass	40	3	If an opponent touches the ball, there's a 30% chance of his EN, AT or BL figure being reduced by half.
Wither Pass 2	180	5	If an opponent touches the ball, there's a 60% chance of his EN, AT or BL figure being reduced by half.
Wither Pass 3	440	7	If an opponent touches the ball, his EN, AT or BL figure will be reduced by half.

Volley shots	HP	Effect
Volley Shot	10	A 50% chance of picking up a free, uncaught ball and shooting it at the goal. The only figure that matters is the goalkeeper's CA figure.
Volley Shot 2	40	A 75% chance of picking up a free, uncaught ball and shooting it at the goal. The only figure that matters is the goalkeeper's CA figure.
Volley Shot 3	250	The player will pick up a free, uncaught ball and shoot it at the goal. The only figure that matters is the goalkeeper's CA figure.

Tackles	HP	AT bonus	Additional effect
Drain Tackle	-	-	A 40% chance of absorbing 30 HP from an opponent, as long as player's own HP level is at least 30.
Drain Tackle 2	-	-	A 70% chance of absorbing 150 HP from an opponent, as long as player's own HP level is at least 150.
Drain Tackle 3	-	-	Absorbs 500 HP from an opponent, as long as player's own HP level is at least 500.
Nap Tackle	40	3	A 40% chance of inflicting the Sleep status ailment on your opponent if their EN figure was reduced to 0.
Nap Tackle 2	90	5	A 70% chance of inflicting the Sleep status ailment on your opponent if their EN figure was reduced to 0.
Nap Tackle 3	180	7	Inflicts the Sleep status ailment on your opponent if their EN figure was reduced to 0.
Venom Tackle	30	3	A 40% chance of inflicting the Poison status ailment on your opponent.
Venom Tackle 2	70	5	A 70% chance of inflicting the Poison status ailment on your opponent.
Venom Tackle 3	160	7	Inflicts the Poison status ailment on your opponent.
Wither Tackle	8	3	A 40% chance of reducing your opponent's EN, PA or SH figure by half.
Wither Tackle 2	80	5	A 70% chance of reducing your opponent's EN, PA or SH figure by half.
Wither Tackle 3	250	7	Reduces your opponent's EN, PA or SH figure by half.

Defence techniques	HP	Effect
Anti-Drain	10	A 50% chance of preventing the effects of a Drain Tackle.
Anti-Drain 2	50	Blocks the effects of a Drain Tackle.
Anti-Nap	40	A 50% chance of preventing the Sleep status ailment.
Anti-Nap 2	210	Blocks the Sleep status ailment.
Anti-Venom	5	A 50% chance of preventing the Poison status ailment.
Anti-Venom 2	50	Blocks the Poison status ailment.
Anti-Wither	30	A 50% chance of preventing the Wither status ailment.
Anti-Wither 2	200	Blocks the Wither status ailment.
Tackle Slip	40	A 40% chance of evading an enemy tackle without using up EN. However, your character may be disorientated after evading. If another tackle is then attempted, the character may briefly lose a randomly selected technique.
Tackle Slip 2	170	An 80% chance of evading an enemy tackle without using up EN. However, your character may be disorientated after evading. If another tackle is then attempted, the character may briefly lose a randomly selected technique.

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Support-techniques	HP	Effect
Brawler	10	Your player has a 60% chance of blocking opponents in posession of the ball from a significant distance.
Elite Defence	5*	Your player's field of vision is increased by 30%; opponents in posession can be attacked from further away.
Gamble	300	When recovering from the Sleep status ailment, there's a 50% chance of all attributes being determined randomly using the CROSS button (except HP and SPD).
Golden Arm	30*	Consumption of PA or SH when passing or shooting is halved.
Good Morning!	180	If the player is suffering the Sleep status ailment and is woken by a pass or shot, there's a 50% chance of the following parameters being increased to 99: woken by Venom ...: PH and CA; woken by Nap ...: AT and PS; woken by Wither ...: CU and ST; otherwise any parameter (except HP and SPD).
Grip Gloves	30	If the goalkeeper blocks a shot, there's just a 10% chance of dropping the ball (normally 40%).
Hi-Risk	300*	During the match, all parameters are reduced by half (except HP and SPD). However, EXP is doubled.
Pile Venom	30*	Players can inflict the Poison status ailment on opponents several times (maximum: x5). Opposing players' HP losses increase exponentially.
Pile Wither	70*	Players can inflict the Wither status ailment on opponents several times.
Regen	50*	The HP recovery of a player who is not in possession of the ball is multiplied by four.
Spin Ball	30	The ball will start to spin. If the goalkeeper blocks the shot, there's a 70% chance of dropping the ball (normally 40%).
Super Goalie	30 + Bonus	If a shot reaches the goal, there's a 60% chance of 0 to 10 bonus points being added to the goalkeeper's CA figure. Press ⊗ to make your selection. The HP cost will be increased by the number of bonus points obtained.

* Consumption when equipping the technique. The player will start the match with a correspondingly lower HP figure.

SET MARK

To copy other players' techniques, you must first select the opponents you want your players to mark. As soon as these opposing players use a particular technique, your players can learn it by using Techcopy.

When you reach the Set Mark stage, select one of your players, and press ⊗. The cursor will jump to the list of opposing players: you'll see all the stats and techniques of the opponent currently selected. Your player can only learn those techniques shown in pale blue; those in white are currently unavailable or have already been learnt.

Use ⊗ to confirm your selection or ◎ to go back. Once you've made your selections for all players, just select Done. Take a look at the Techcopy section (page 193) to see how your players can learn new techniques from opposing players during a match.

MATCH ACTIONS

ach half starts with a Blitzoff: the ball is tossed up in the air and caught randomly by one of the two MF players. Your action options always depend on whether or not your team has possession of the ball.

YOUR SCREEN AND OVERHEAD MAP

1 Action Commands

2 Opposing player

3 Opposing player's attributes (red background)

4 Player in possession

5 Overhead Map

6 Attributes of the player in possession (blue background)

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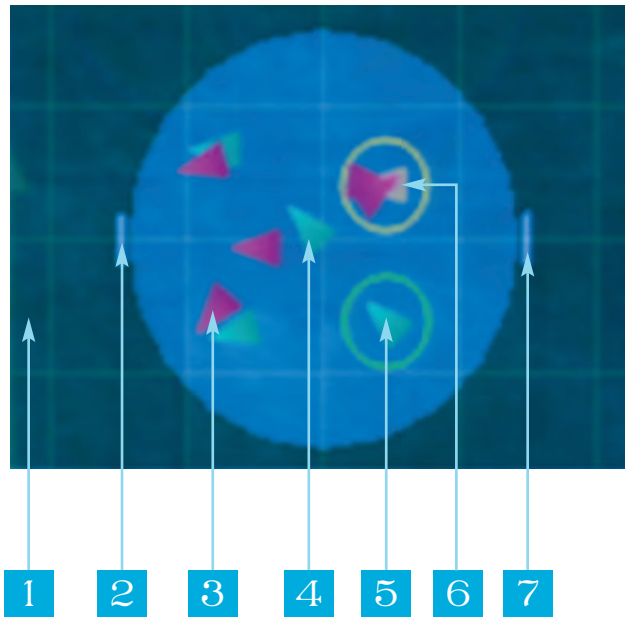

1 Area boundaries
2 Opposing goal (always on the left)
3 Opposing players (Pink triangles)
4 Your players (Light-blue triangles)
5 Your player about to receive a pass
6 Player in possession (White triangle)
7 Your own goal (always on the right)

CONTROLS AND ACTIONS

PLAYER MOVEMENT

Press △ to access this window. If your team has possession, both Auto and Manual modes are possible. If your team is on the defensive, you can only select Auto.

Auto:
The computer controls the movement of the players.

Manual A:
The player in possession is controlled manually. Orientation: overhead map.

Manual B:
The player in possession is controlled manually. Orientation: pitch.

Forfeit:
If you're losing, you can use this option to throw in the towel and abandon the match.

ACTION COMMANDS

When your team has the ball, you can use ⊡ to access the Action Commands. The match clock will stop, allowing you to plan your next action.

Pass:
You'll see the HP cost, and thus also the range, of a normal pass. Press ⊗ to confirm. If the player in question has pass techniques, the available pass modes will be shown (i.e. normal and techniques). Now select one of your players and press ⊗ to throw the ball (you can no longer cancel). The PA figure will fall while the ball is travelling; if it drops to 0 the pass has failed and there is a high probability of an opposing player gaining possession.

Shoot:
The HP cost – and thus the range – of a normal shot is shown. Press ⊗ to confirm. If the player has shot techniques, the available shot modes will be listed along with their HP costs. Select either a normal shot or a technique for the player to shoot at the opposing goal. The SH figure will fall while the ball is travelling; once the goal has been reached, the goalkeeper's CA figure will be deducted from the remaining SH figure. However, the CA is randomly increased or reduced by 50%: so even if the difference is large, the result is by no means decided. If the figure drops to 0, the shot has failed and the nearest player other than the one who took the shot will gain possession of the ball. There is a 60% chance of the goalkeeper intercepting the ball.

Dribble:
Continue swimming normally.

ACTION COMMANDS WHEN IN CONTACT WITH AN OPPONENT (WHILE YOU ARE IN POSSESSION)

Command Abilities are also available to you if one of your players has the ball and is attacked by at least one opponent.

No Break:
As in the case of conventional Action Commands, you can use Pass, Shoot and Dribble. However, your shots and passes will now be affected by the BL levels of the opposing players around you. This means that your SH or PA levels will be reduced by the BL figures of those opponents who try to take the ball from you. Thus, the range of passes or shots will be reduced. If an opposing player causes your level to drop to 0, he will gain possession of the ball.

Break to "...":
All opposing players within range are listed. Decide which opponent you want to risk being tackled by. You can then choose between the three conventional Action Commands: Pass, Shoot or Dribble. If you select the opponent at the top of the list, a tackle will result during which your EN figure will be compared with your opponent's AT level. (The result may be slightly altered by a random factor.) If your EN drops to 0, your opponent will seize the ball from you. Otherwise, the opposing player will be briefly put out of action and you can execute your chosen Action Command as described under No Break.

If you are surrounded by several opposing players and you did not select the opponent listed at the top, all opponents listed above the player you selected will also tackle you, using either tackles or tackle techniques. >>

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ACTION COMMANDS IN THE CASE OF OPPONENT CONTACT (WHILE YOU ARE NOT IN POSSESSION)

If you are able to stop an opponent whilst they are in possession, his behaviour will determine which actions you can execute.

In the case of conventional passes or shots, your players' BL levels are all that matters. However, if the opposing player attempts a Break your players can use techniques. Check whether your opponent is using a technique (displayed on screen) and prepare to Techcopy it if necessary.

THE FORMATIONS

During a match, press △ to choose between the available formations. (If you are in possession of the ball, the Player Movement window will appear before the formations window.)

At the start, you will have four formations available with which you can tactically influence the course of the game. New formations will become available as your team level rises.

Formation	Effect during the match	From team level
Normal	Default setting – no effect.	1
Mark mode	Players cover their marked opponents.	1
Right side	Players centre around the right-hand side of the field (top of the map).	1
Left side	Players centre around the left-hand side of the field (bottom of the map).	1
Centre attack	Players remain predominantly in the centre of the field.	2
All-Out Defence	All players go on the defensive.	4
Flat line	The players form a straight line across the field.	6
Counter	The players in the LF and RF positions move towards the opposing goal.	8
Double sides	All team members (except the MF player) swim along the outer sides towards the opposing goal.	9

STATUS AILMENTS

Three different status ailments can be inflicted during a blitzball match; these are similar to the status ailments in the rest of Final Fantasy X.

Poison:
Your HP display turns green and HP are no longer restored when not in possession. When in possession, HP levels will drop more rapidly, and the player can no longer execute any techniques. The effect lasts for around 33 seconds and can be prevented by Anti-Venom techniques.

If Pile Venom inflicts poison on a player for a second time, they will no longer be able to execute tackles. If they suffer poison for a third time, they will no longer be able to pass. In addition, HP loss will be increased as follows:

1 x poison:	**4 HP every 0.6 seconds**
2 x poison:	**16 HP every 0.6 seconds**
3 x poison:	**64 HP every 0.6 seconds**
4 x poison:	**256 HP every 0.6 seconds**
5 x poison (maximum):	**1024 HP every 0.6 seconds**

Sleep:
Your character will fall asleep and will no longer be able to execute actions. His position on the map will turn dark. If the player receives a pass, he'll wake up but will be unable catch the ball. The effect lasts for around 53 seconds or until a goal is scored. It can be prevented using Anti-Nap techniques.

Wither:
A randomly selected stat (other than HP) is reduced by half. Wither Shot reduces BL or CA, Wither Pass reduces PA, AT or BL and Wither Tackle reduces EN, PA or SH; the reduced figure is shown in blue. The effect lasts for around 33 seconds and can be prevented by Anti-Wither techniques.

TECHCOPY

If an opponent who was previously assigned to one of your players in the Set Mark menu executes a technique, your player can watch and learn the technique in question. Shortly before the technique is executed, you'll see the word Techcopy at the top of your screen. It will only be shown for around half a second or so. Press ⊗ during this period to try and learn the technique.

The chances of success depend on the participants' levels:

- **Your opponent's level is higher than your player's level: 20%**
- **Your opponent's level is the same: 50%**
- **Your opponent's level is lower: 100%**

If the technique was successfully learned, you'll hear a high-pitched ringing tone; otherwise, you'll hear a dull hum. If several of your players were observing the opposing player, only one (randomly selected) character will learn the technique. Players can be assigned their new techniques before their next match or during half-time.

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AFTER A HALF...

AWARDING EXP AND LEVEL INCREASES

Depending on player actions, experience points (EXP) are awarded after each half. This allows players to achieve higher levels, to automatically improve their attributes and to obtain additional technique slots. The improved attributes are highlighted in white. If players managed to use Techcopy to learn new techniques, you'll see these displayed after the level increase. EXP are awarded first to the opposing team and then to your team. The following tables indicate the number of EXP earned by different actions.

EXP FOR SHOT VARIANTS

Variant	EXP
Shot (normal)	1
... Shot	2
Sphere Shot	2
... Shot 2	3
Jecht Shot	3
Invisible Shot	3
... Shot 3	4
Jecht Shot 2	6
Aurochs Spirit	6

EXP FOR PASSES

Variant	EXP
Pass (normal)	1
... Pass	2
... Pass 2	3
... Pass 3	4

EXP FOR TACKLES

Variant	EXP
Tackle (normal)	0
... Tackle	1
... Tackle 2	2
... Tackle 3	3

EXP FOR VOLLEY SHOTS

Variant	EXP
Volley Shot	3
Volley Shot 2	3
Volley Shot 3	3

EXP FOR GOALKEEPER ACTIONS

Variant	EXP
Participated in game	2
Stopped but did not catch the ball	2
Caught the ball	2
Used Super Goalie	4
Stopped an Invisible Shot	4

EXP FOR THE USE OF OTHER TECHNIQUES

Technique	EXP
Tackle Slip, Tackle Slip 2	1
Anti ...	1
Good Morning!	4
Gamble	4

BONUS EXP

Action	EXP
Shot succeeded	2
Pass succeeded	2
Tackle succeeded	3
Pass Cut stopped	3

RECRUITING NEW PLAYERS

Once EXP have been awarded, you'll see a list of players whose contracts have expired and of those who have signed up or re-signed to your team. If the screen indicates that one of your players wants a contract extension and if you agree to this, the following screen will deal with the contract terms. Select the number of matches for which you would like to sign up the player (out of a maximum of 99) but remember that s/he'll want to be paid. The following screen will display the player's salary, which will be deducted from your normal Gil account. If you agree to the terms, the player will remain on your team. You can recruit up to eight players. Remember: the contract will not be extended unless you have the necessary funds.

Scout level	Team level
1	1 (starting level)
2	2 (after 5 wins)
3	4 (after 15 wins)
MAX	7 (after 30 wins)

Information	From Scout level
Name	1
Level	1
Team	1
Contract	1
Salary	1
Attributes	2
Techniques currently selected	3
Key techniques	Max
All techniques learned	Max

Another recruiting method is to recruit among the inhabitants of Spira. To start off with, there are 24 available players who are not affiliated to any team, spread all over Spira. Just press ⊡ to address and recruit them, stating the number of matches for which you want to sign them (1 to 99). When making your decision, remember that the player's salary must be paid in cash (and in advance). The number of available players will vary if new players are recruited and old contracts are not extended. If you use ⊡ to address a player, his or her attributes will be displayed in a separate window if your Scout level is high enough. The higher your scout level (which depends on your team level), the more information will be shown.

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THE CURRENT TABLE AND TEAM LEVEL

Depending on the selected competition, the current league table or tournament status is shown first, followed by the most successful goal scorers and other information regarding your team level. Incidentally, your team level increases by one level after every five wins. The level affects the number of possible match formations, as well as raising the Scout level.

RARE TECHNIQUES AND WAKKA'S OVERDRIVES

You will only be able to obtain the Jecht Shot 2 and Aurochs Spirit techniques after winning a tournament.

Jecht Shot 2:
Tidus' level must be at least 16 in order to obtain the Jecht Shot 2 technique. The probability of obtaining the technique corresponds to his level; for example, there's a 16% chance of obtaining it at level 16.

Aurochs Spirit:
Wakka's level must be at least 11 in order for him to obtain the Aurochs Spirit technique. The probability of obtaining the technique corresponds to Wakka's level; for example he has an 11% chance of obtaining it at level 11.

Wakka can only learn new Overdrive techniques by winning blitzball competitions. Take a look below to see which conditions must be met.

Attack Reels:
Take first place in a Tournament competition.

Status Reels:
You must first have learnt Attack Reels and fought a total of 250 battles (regardless of whether the battles ended in victory or not). Having met those conditions, all you then have to do is to take first place in a new league competition.

Aurochs Reels:
You must first have learnt Status Reels and fought a total of 450 battles (you do not need to have won them all). All you then have to do is take first place in a new Tournament competition.

Jupiter Sigil:
In order to enhance Wakka's World Champion weapon, you must first have learnt all Overdrives. If you win the subsequent league competition, you'll have a 50% chance of obtaining a Jupiter Sigil. Don't worry if other prizes have been announced - there's a handy little trick. Save your game, reload your save game, and open the blitzball menu. Keeping doing so until the Jupiter Sigil is displayed as the prize.

TIPS AND TACTICS

Tip 1:
If you want to break through the opposing defence line, press ⊡ several times in rapid sequence. As soon as one of your opponents is within range, you can select Break to and Dribble. Once you've dealt with the first opponent, swim on, pressing ⊡ as before to avoid being surprised by opposing players.

Tip 2:
If a player with a low EN level is in possession of the ball and is being approached by an opposing player, you should pass to another team member - and should do so before making direct contact with your opponent. Just press ⊡ in time in order to pass.

Tip 3:
Have your players collect EXP by passing the ball back and forth. This tactic will prove especially handy when dealing with weak players, if there is a significant difference between your players' levels or if your team has a clear lead. Your players should stay close together while executing this manoeuvre.

Tip 4:
Since you can only control one player at a time, you should change your formation according to the game situation. For example, before attempting a shot at the goal, switch to Centre Attack. If an opposing player breaks through your defence, select Right, Left or Centre Attack (or All Def) to ensure the best possible formation.

Tip 5:
Tidus's Jecht Shot is a guaranteed goal! Move Tidus close to the opposing goal, and let two opposing players catch up with him. Stay calm! Then select No Break and Shot: the Jecht Shot will eliminate both opponents, allowing you a clear shot at goal. If you're dealing with three opponents, you can safely risk being tackled by the first one.

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Secrets

SECRETS

The world of Spira is full of challenges. Many of these hidden trials are only accessible once you have gained complete control of the Airship. Take a look at the following pages to find out all about the hidden events, secret prizes and additional aeons waiting to be discovered off the beaten track of the Walkthrough.

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MINI-GAMES

THUNDER PLAINS: LIGHTNING STRIKES

The maps show you how often lightning strikes in each area. If you press ⊗ as soon as the screen flashes white, Tidus will leap out of the way (Fig. 1). This will not work if you keep holding down the button. Should you have equipment with the No Encounters ability you won't be attacked by monsters. Another way to tackle this sub-quest is to position Tidus between a Cactuar stone and a wall, in such a way that he can't jump back when avoiding the lightning. There is only one place where this will work. In the first part of the Thunder Plains you'll see a small piece of land accessible on the right-hand side of the path. Here, you will find a Cactuar stone and a wall perfect for the job!

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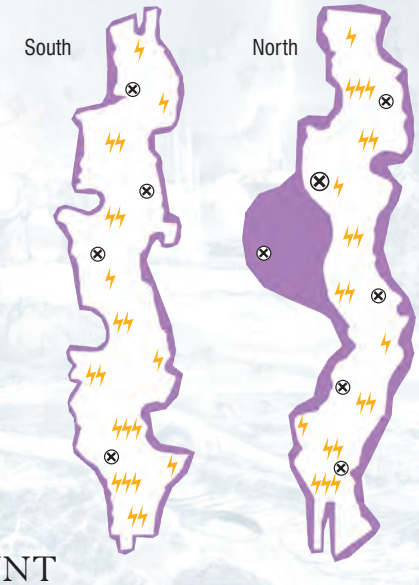
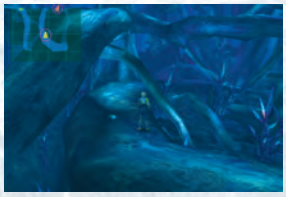
If you manage to avoid several lightning strikes in a row, a chest containing prizes will appear in front of Rin's Travel Agency (Fig. 2). Each reward is only available once. If you manage to win more than one prize, just examine the chests several times to receive them all. If you don't manage to avoid any lightning strikes, you can expect a consolation prize: a ration of Ether for being hit by 30 lightning strikes, and an Elixir for 80 strikes. Counting will be stopped as soon as you examine a Save Sphere or go to the Travel Agency.

Strikes in a row	Reward
5	X-Potion x2
10	Mega-Potion x2
20	MP Sphere x2
50	Strength Sphere x3
100	HP Sphere x3
150	Megalixir x4
200	Venus Sigil

⊗	lightning conductor (small)
⊗	lightning conductor (large)
ϟ	lighting strikes



MACALANIA WOODS: BUTTERFLY HUNT



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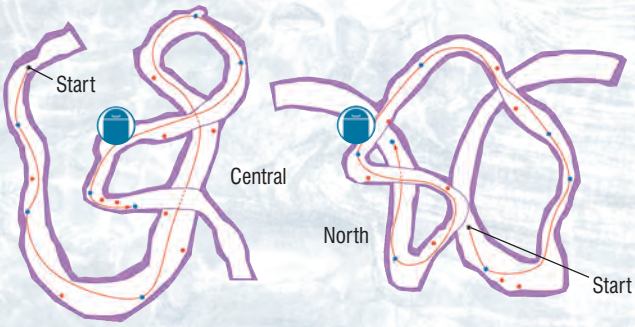
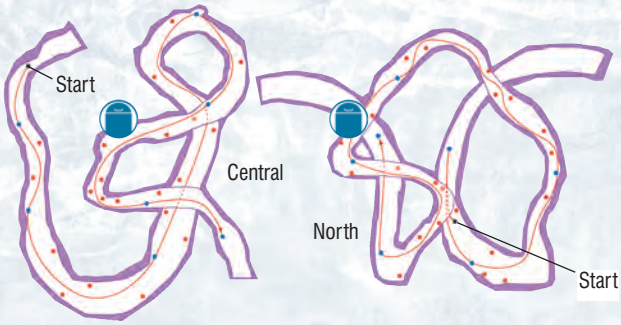
You can play this mini-game in Macalania Woods – Central and Macalania Woods – North. To start playing, simply touch the rainbow-coloured butterfly that you'll encounter just before the end of the areas in question (Figs. 3, 4). You'll then have to touch seven blue butterflies within a set time limit. Watch out if you happen to run into a red butterfly: you'll be engaged in a battle that will cost you at least one second. Take a look at the maps to see the butterflies' positions, as well as your starting point. As a reward for your efforts, chests will appear (Fig. 5) as follows:





Time	Time limit	Prize (Central)	Prize (North)
Before the battle against Spherimorph	40 sec.	MP Sphere	Ether
After defeating Spherimorph	30 sec.	Megalixir x2	Elixir x2
After reaching the Airship	30 sec.	1. Teleport Sphere* 2. Saturn Sigil*	1. Teleport Sphere* 2. Saturn Sigil*

*You'll find many more red butterflies fluttering around if you subsequently return with the Airship (see Map 2). After mastering one of the two areas, you'll be rewarded with a Teleport Sphere. If you're successful in both areas, you'll receive the Saturn Sigil.

●	blue butterflies
●	red butterflies
→	optimum route

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SANUBIA DESERT: THE VALLEY OF THE CACTUARS

As soon as you have control of the Airship, you can tackle the sandstorm raging in the North-East of Sanubia Desert – West. If you examine the Cactuar stone to the South of the sandstorm, you'll receive a vague hint indicating how you can find the first of the ten Gatekeepers. The table shows the locations of these Cactuars and the maps on page 105 of the Walkthrough will help you find your way around.

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No.	Section	Location / pre-condition
1	Oasis	Next to the Save Sphere.
2	Sanubia Desert – East	In the North-West, beside the chest containing four Hi-Potions.
3	Sanubia Desert – West	Examine the sign stating 20% off all travel agency goods (Fig. 6) to the South of the chest containing eight Hi-Potions.
4+5	Sanubia Desert – Central	Two Cactuars are running around to the West of the chest containing 10,000 Gil.
6	Sanubia Desert – East	Examine the Save Sphere in the tent.
7	Sanubia Desert – Central	In the South-West, examine the chest containing two Mega-Potions.
8	Sanubia Desert – East	In the middle of the whirlwind, beside the chest containing three Megalixirs. The Cactuar will only appear once you've been in the Central area for a while.
9	Oasis / Airship – Deck	You'll meet the Gatekeeper next to the Oasis Save Sphere. It will then teleport itself onto the Airship. You'll find it on the deck where you once fought Evrae.
10	Sanubia Desert – West	Beside the Cactuar stone. The Cactuar will appear behind you.

Keep saving your game whenever the opportunity presents itself. If you want to take a short cut, you can even teleport yourself from the Save Sphere in the Central area to the Airship, and from there to the Oasis.

Once you've found a Gatekeeper, you'll have to play a little game with him. Run towards the Cactuar as soon as it's looking away from Tidus (Fig. 7); stand still if it turns around. Your attempt will fail if Tidus is caught moving. Incidentally, during the game with Gatekeeper No. 7, you'll be able to open three extra chests, containing two Shadow Gems, a Shining Gem and a Blessed Gem. You have three attempts with each Gatekeeper. If you are unsuccessful, you'll receive a Sphere del Perdedor. If you reach one of the green creatures within the time limit, you'll have to fight it (with the exception of Gatekeeper No. 9).

After these battles, you'll receive a Sphere bearing the name of the Gatekeeper in question. After inserting the Sphere into the Cactuar stone, you can start looking for the next Gatekeeper. The sandstorm will die down once you've inserted all the Spheres. You'll now find two chests in the valley, one of which contains the Mercury Sigil (Fig. 8). The second chest is a little further to the North. Its contents will depend on the number of Gatekeepers you've managed to catch:

Cactuars	Reward
1-2	Potion
3-5	Elixir
6-7	Megalixir
8-9	Friend Sphere

08

CALM LANDS: CHOCOBO TRAINING

Talk to the Chocobo trainer in the North-West of the Calm Lands. If you are already in possession of the Airship, you'll find her waiting just to the South of the shops (Fig. 9). Your training session consists of four exercises:

1. **Wobbly Chocobo:** Guide the bucking Chocobo over the finish line: you have a time limit of just 12.8 seconds (Fig. 10). Once completed, you can ride around the Calm Lands on a chocobo.
2. **Dodger Chocobo:** You must dodge balls that are hurled in your direction as you race for the finish line.
3. **Hyper Dodger Chocobo:** As above, except you must now dodge balls and birds.
4. **Catcher Chocobo:** This is a race (Fig. 11)! The object here is to finish the course in the shortest amount of time. For each balloon you collect, 3 seconds will be deducted from your overall time, but if you collide with any birds on the way, time penalties will be added.

You'll receive a prize if you keep to the time limit, and you can look forward to an additional prize each time you improve on your record.

Training	Initial prize	Prize for improving on your record
Wobbly Chocobo:	Elixir	X-Potion
Dodger Chocobo	Lv. 1 Key Sphere	Mega-Potion
Hyper Dodger Chocobo	Lv. 2 Key Sphere	Ether
Catcher Chocobo	Lv. 3 Key Sphere	Turbo Ether

When playing Catcher Chocobo, simply reaching the finish line first does not guarantee victory. The total time, after offsetting the number of balloons and birds touched, is what matters.

In order to win the Sun Sigil, you'll have to complete the race in under 0 seconds! How does this work? Let's imagine you reach the finish line in 35.9 seconds, having touched a bird. This means that the 'interim time' is 38.9 seconds. However, you also touched 13 balloons, so 13 x 3 seconds are deducted from your result. Thus, the final time is below 0 seconds (a time of 0:0.0 will be shown on screen). This challenge is tricky but not impossible. Right at the start, you'll need a bit of luck when it comes to how the balloons are distributed; for example, you won't have much of a chance if the first five balloons appear beside the trainer.

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REMIEM TEMPLE: CHOCOBO RACE

In order to start the race, talk to the Chocobo to the East of Remiem Temple (Fig. 12). If you reach the finish line first, you'll be rewarded with the Cloudy Mirror. You'll find six treasure chests lying on the race course (Fig. 13), as well as numerous brightly-coloured rods. If you touch the chests as well as reaching the finish line before the other Chocobo, you can look forward to some additional prizes:

Chests	Reward
0	Cloudy Mirror
1	Elixir
2	Megalixir
3	Wings to Discovery x30
4	Pendulum x30
5	Three Stars x60

If you achieve a particular result several times, each success will be rewarded with a Potion. Unfortunately, it's not possible to touch all six chests and still reach the finish line first. Keep away from the coloured rods: each time you touch one, a chest will be deducted from your final result! Take a look at the map to find out the best route.

12

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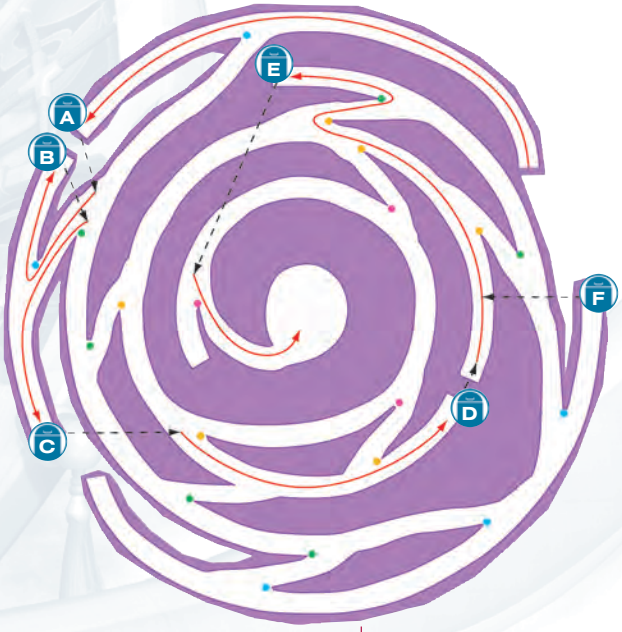

treasure chest
rods
optimum route

AIRSHIP

Shortly before you penetrate to the inside Sin, you will gain control of the Airship. The List option shows you the destinations you can fly to.

- Sin (Near Airship)
- Besaid Island (Beach)
- Kilika Port (Dock)
- Luca (Main Gate)
- Mi'ihen Highroad (Agency)
- Djose Highroad (Mushroom Rock, Aftermath)
- Moonflow (South Wharf)
- Guadosalam (Inn)
- Thunder Plains (Agency)
- Lake Macalania (Agency)
- Bikanel Island (Oasis)
- Highbridge
- Calm Lands (Central)
- Mt. Gagazet (Mountain Gate)
- Zanarkand Ruins

HIDDEN LOCATIONS

The Search function enables you to find additional locations on the map. The X and Y co-ordinates are what matter here. You may have to move the cursor around a bit while pressing ⊗ repeatedly. After you receive the message that you've spotted a new flight destination, you'll be able to select it from the list.

X axis	Y axis	Flight destination
11-16	57-63	Baaj Temple (Ruins, Underwater Hall)
12-16	41-45	Sanubia Sands
29-32	73-76	Besaid Falls (Waterfall Way)
33-36	55-60	Mi'ihen Ruins (Highroad, Agency Front)
39-43	56-60	Battle Site (Mushroom Rock, Beach)
69-75	33-38	Omega Ruins

Baaj Temple
Dive into the water in the North. If you swim down to the temple entrance, Geosgaeno will appear (Fig. 1). This battle involves Tidus, Rikku and Wakka, and you will find protection against Petrification and Death useful. If one of your party is swallowed by your opponent, you can use the Struggle Trigger Command. This will injure Geosgaeno, who will promptly regurgitate his victim. After your victory, you won't have far to look to find Lulu's Celestial Weapon and the Anima aeon (see Celestial Weapons and the Secret aeons section).

Sanubia Sands
The chest contains the Ascalon sword (Fig. 2), conferring the Double AP ability on Tidus.

Besaid Falls
This chest (Fig. 3) contains Kimahri's Dragoon Lance (Magic Counter, Evade & Counter and two free slots).

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Mi'ihen Ruins
You'll see Tidus as a tiny figure in the background (Fig. 4). To the left is a chest containing Rikku's Sonar (Initiative, Poisonstrike and 1 free Slot).

Battle Site
A few metres to the North of the Save Sphere, you'll find a chest (Fig. 5) containing a Phantom Bangle for Lulu (Ice Eater, Fire Eater and Water Eater).

Omega Ruins
New monsters and new challenges await you in this network of caves. The sole Save Sphere is located right at the entrance. The game map only shows the passages in those areas that you have already passed through (Fig. 6). Take a look at page 212 to find out all you need to know about the Omega Ruins.

04

05

06

PASSWORDS

You will need to enter passwords in order to access certain locations. You are not required to read the Al Bhed clues given during the game to make use of these.

GODHAND: Mushroom Rock (Valley)
Use the Celestial Mirror (see page 214) to open the chest at the northern end of the valley (Fig. 7). It contains Rikku's Godhand Celestial Weapon. You'll find the first clue to the password in the ruins at the western end of the Mi'ihen Highroad – South End section. The next clue is on the rocky outcrop in the North of the Calm Lands, where you'll also discover how far you still have to go to find the next clue. After three more clues, you'll find the password lying on the ground (Fig. 8).

VICTORIOUS: Besaid Ruins 1 (Ancient Road)
Someone has left a treasure chest containing Victorious along the Ancient Road of Besaid (Fig. 9); this armour will protect Rikku against Lightning, Fire and Ice. Just combine the Al Bhed inscriptions from Kilika Woods and Sanubia Desert – Central to discover the password.

MURASAME: Besaid Ruins 2 (Ancient Road)
You'll also find a chest containing Auron's Murasame sword amongst the ruins of Besaid. Among other things, this sword has the One MP Cost ability (Fig. 10). Take a look at the pillars in the Submerged Ruins to find the first clue, which will take you to a lightning conductor tower in the northern Thunder Plains. You'll find the password to the left, attached to the fourth pillar (the one next to the Save Sphere).

07

08

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SIGHTSEEING TOUR

The inhabitants of Spira are currently discussing recent events in the battle against Sin. There are some new events, as you'll discover if you meet Tromell in Guadosalam again and when you pay a visit to the Farplane, where you'll find the Venus Crest for Lulu (Fig. 11).

Cast your mind back to Lake Macalania. If you advised Clasko to try his luck with Chocobo breeding, he'll now present you with a Friend Sphere on board the S.S. Liki (Fig. 12). Having reached Kilika, continue to Luca. You'll find a young man sitting on the upper deck of the S.S. Winno (Fig. 13). Keep talking to him until he asks you to count the gulls. If you reply "11", he'll present you with the Ace Wizard, which increases Wakka's Magic by a total of 38%.
Once in Luca, collect the Jupiter Crest from a locker in the Locker Room. You'll also find a Jecht Sphere in front of this room.

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Auron's Overdrive

After the Spherimorph has been defeated in the Macalania Woods, spheres will appear all over Spira, documenting Auron's trip with Lord Braska and Jecht (Fig. 14). Auron will learn his fourth Overdrive technique, Tornado (Fig. 15), once you've viewed all ten Spheres. Take a look at the following list to see the locations. Incidentally, beware of dark aeons during your search!

	Place	Location / pre-condition
☐	Macalania Woods	Automatically after defeating Spherimorph
☐	Besaid Village	On the right in front of the temple (Fig. 16)
☐	S.S. Liki – Bridge	Go on board in Besaid
☐	Luca Stadium – Basement A	In front of the Locker Room
☐	Mi'ihen Highroad – Oldroad, South	Next to the chest containing the Mars Crest
☐	Mushroom Rock – Precipice	At the top, near the Save Sphere (Fig. 17)
☐	Moonflow – South Wharf	In front of the tent in the West
☐	Thunder Plains – South	Next to the second pillar (seen from the North), above the chest containing the Water Ball
☐	Macalania Woods – South	At the turn-off to the Calm Lands
☐	Gagazet – Mountain Trail	See the map on page 121 of the Walkthrough

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Shopping

Almost all traders are now selling new wares. On Mt. Gagazet, you'll find that the Ronso at the back of the slope has decided to become a salesman. As long as you manage to pass Dark Valefor, you'll find that equipment with three free ability slots is available in Besaid at bargain prices. In the far South of the Macalania Woods, Wantz seems to have an exclusive franchise to sell equipment with four free ability slots (Fig. 18). You should take advantage of this as such versatile equipment is extremely rare.

A tour of the temple

If you're in possession of the Airship, you'll be able to enter the chambers of the Fayth in certain temples, where you will see aeons in their Fayth form (Fig. 19). You will also receive an item, and you may even find treasure chests (Fig. 20). Take a look at the following list to see your potential rewards:

Location	Items	Chest contents
Besaid	Evasion Sphere	Potion x2, Elixir, Wht Magic Sphere, Hi-Potion
Kilika	Luck Sphere	Defence Sphere, Agility Sphere, Accuracy Sphere
Djose	Luck Sphere	Agility Sphere, Magic Def Sphere
Macalania	Magic Sphere	Accuracy Sphere, Magic Def Sphere
Remiem	Defence Sphere	-
Cavern of the Stolen Fayth	Strength Sphere	-

WANTZ (MACALANIA WOODS – SOUTH)

Weapons	Gil	Abilities
Variable Steel	100000	(4)
Malleable Staff	100000	(4)
All-Rounder	100000	(4)
Morphing Mog	100000	(4)
Shapeshifter	100000	(4)
Shiranui	100000	(4)
Flexible Arm	100000	(4)
Tetra Shield	100000	(4)
Tetra Ring	100000	(4)
Tetra Armguard	100000	(4)
Tetra Bangle	100000	(4)
Tetra Armlet	100000	(4)
Tetra Bracer	100000	(4)
Tetra Targe	100000	(4)

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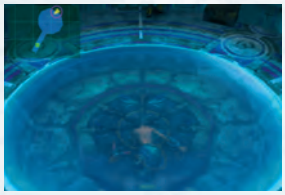
19


20

Al Bhed Primers

Avid Primer collectors receive new volumes with which to expand their knowledge throughout the game (List 1). However, you can also translate the Al Bhed terms for yourself (List 2).

Once you've amassed a complete collection of all 26 Primers, Rin will present you with 99 Underdog's Secrets in the Airship corridor. 30 of each will suffice for the Double Overdrive Weapon ability. The list on page 147 shows the page references to the locations of all Primers.

1

Primers collected	Title	Translation
4	Pakehhan	Beginner
7	Typpman	Dabbler
10	Maynhan	Learner
13	Cbayghan	Speaker
16	Hydeja	Native
19	Unydun	Orator
22	Medanyde	Literati
26	Sycdan	Master

2

Al Bhed	English	Al Bhed	English
A	E	N	R
B	P	O	Y
C	S	P	B
D	T	Q	X
E	I	R	H
F	W	S	M
G	K	T	D
H	N	U	O
I	U	V	F
J	V	W	Z
K	G	X	Q
L	C	Y	A
M	L	Z	J

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MONSTER ARENA

Unfortunately, there is no direct Airship connection to the arena. However, you can borrow a Chocobo to the South of the Calm Lands landing zone as long as you've passed the Level 1 training. The arena's owner would like you to roam around Spira catching monsters for him, which you can do by defeating the fiends in question using a weapon with the Capture ability (only the final blow needs to be struck using a weapon with the Capture ability). Only those weapons sold by the arena owner have this particular ability.

If you work hard at catching monsters, your efforts will be rewarded with many prizes. You can also fight captured monsters in the arena for a fee. This is quite a useful feature if you want to bribe a particular monster but don't feel like going out and hunting it down.

MONSTER DIRECTORY

The following tables list all the fiends that can be caught in the areas mentioned: you can capture ten of each. Note that monsters wander between areas.

Besaid (3)
☐ Dingo ☐ Condor ☐ Water Flan

Kilika (4)
☐ Dinonix ☐ Killer Bee ☐ Yellow Element ☐ Ragora

Mi'ihen Highroad (8)
Concentrate your hunt to the South and North of the Agency on the Newroad and on the Oldroad. Any captured Thunder Flans will be entered under "Mushroom Rock Road".
☐ Mi'ihen Fang ☐ Ipiria ☐ Floating Eye ☐ White Element
☐ Raldo ☐ Vouivre ☐ Bomb ☐ Dual Horn

Mushroom Rock Road (7)
Garudas tend to congregate in the Precipice area near the Save Sphere. Take care: the Dark Magus sisters are lurking to the South-West of the turn-off leading from the Mushroom Rock Road to the Valley.
☐ Raptor ☐ Gandarewa ☐ Thunder Flan ☐ Red Element
☐ Lamashtu ☐ Funguar ☐ Garuda

Djose Road (7)
Moonflow, the only place where you'll find Ochus, is also part of this area. Numerous Mushroom Rock monsters are on the move in the South of the Highroad. Simurghs are fairly elusive, but you will have a pretty good chance of encountering them around the spot where you found Al Bhed Primer XI.
☐ Garm ☐ Simurgh ☐ Bite Bug ☐ Snow Flan ☐ Bunyip
☐ Basilisk ☐ Ochu

Thunder Plains (8)
You'll only find Iron Giants in the North, where Dark Ixion will later be waiting for you. Your chances of capturing Qactuars will be greatly increased if you have used ⊡ to examine several Qactuar stones (see page 96 of the Walkthrough).
☐ Melusine ☐ Aerouge ☐ Buer ☐ Gold Element
☐ Kusariqqu ☐ Larva ☐ Iron Giant ☐ Qactuar

Macalania (10)
You will only find Snow Wolfs, Evil Eyes, Ice Flans and Mafdets around the Travel Agency and further to the North. The other fiends can be found in the Macalania Woods.
☐ Snow Wolf ☐ Iguion ☐ Wasp ☐ Evil Eye ☐ Ice Flan
☐ Blue Element ☐ Murussu ☐ Mafdet ☐ Xiphos ☐ Chimera

Bikanel (6)
You'll find the more formidable fiends congregating in the north-western area of Sanubia Desert – Central. You'll find plenty of Cactuars in the valley of the same name once you've accessed it.
☐ Sand Wolf ☐ Alcyone ☐ Mushussu ☐ Zu ☐ Sand Worm
☐ Cactuar

Calm Lands (9)
The more powerful fiends live in the North-West of the Calm Lands, while Coeurl and Malboro also roam the Cavern of the Stolen Fayth.
The arena will open for business once you've captured all nine fiends in the Calm Lands. The chest containing Yuna's Nirvana will appear at the same time - and you'll need the Celestial Mirror to open it (Fig. 1).

01

☐ Skoll ☐ Nebiros ☐ Flame Flan ☐ Shred ☐ Anacondaur
☐ Ogre ☐ Coeurl ☐ Chimera Brain ☐ Malboro

Sunken Cave (9)
This is one of the names given to the Cavern of the Stolen Fayth. You'll find Epaaj hanging around in front of the cave on the Gorge Bottom. Imps and Nidhoggs can also be encountered on the Mountain Trail, but Tonberrys are extremely few and far between: you could wander around the cave for hours without spotting one. Your chances are a little better in the chamber to the North and around the chest containing the Lv. 2 Key Sphere (see the map on page 209).
☐ Yowie ☐ Imp ☐ Dark Element ☐ Nidhogg ☐ Thorn
☐ Valaha ☐ Epaaj ☐ Ghost ☐ Tonberry

Mt. Gagazet (12)
Once you've captured all the species on Mt. Gagazet, you'll be rewarded with the Blossom Crown, which you'll need in Remiem Temple. In the South of Mt. Gagazet you'll also come across fiends whose normal home is the Cavern of the Stolen Fayth. In some cases, the creatures you are looking for confine themselves to the Mountain Cave. You'll even find a few fiends in Zanarkand.
☐ Bandersnatch ☐ Ahriman ☐ Dark Flan ☐ Grenade
☐ Grat ☐ Grendel ☐ Bashura ☐ Mandragora ☐ Behemoth
☐ Splasher ☐ Achelous ☐ Maelspike

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Inside Sin (9)
Geminis always travel in pairs, as their name suggests, and you'll have to catch 10 of each type. You'll be glad to know that, once captured, a Behemoth King will not unleash its usual final Meteor attack!
☐ Exoray ☐ Wraith ☐ Gemini ☐ Gemini ☐ Demonolith
☐ Great Malboro ☐ Barbatos ☐ Adamantoise
☐ Behemoth King

Omega Dungeon (10)
You will be able to encounter all the fiends in this area on the first level of the Omega Ruins. You'll also find lots of monsters from the Inside Sin section roaming the dungeon.
☐ Zaurus ☐ Floating Death ☐ Black Element ☐ Halma
☐ Puroboros ☐ Spirit ☐ Machea ☐ Master Coeurl
☐ Master Tonberry ☐ Varuna

SPECIAL MONSTERS

As long as you've been diligent in your hunt for monsters, new creatures will be bred in the arena. There are three categories: Area Conquest, Species Conquest and Original. As well as receiving a reward for each newly-bred monster, you can fight the new fiend in the arena. If you contributed to the creation of ten new monsters during the Area Conquest or Species Conquest, you'll receive the Mars Sigil.

02

Area Conquest
Once you've captured at least one example of each species in a particular area, the owner of the arena will breed a special Area Creation (Fig. 2). At the start, he will offer to let you fight each new fiend for free. Every battle will cost you 6,000 Gil later, so you may want to take him up on his offer!

All monsters in ...	Breeding result	Reward
Besaid	Stratoavis	Stamina Tonic x99
Kilika	Malboro Menace	Poison Fang x99
Mi'ihen Highroad	Kottos	Soul Spring x99
Mushroom Rock Road	Coeurlregina	Candle of Life x99
Djose Road	Jormungand	Petrify Grenade x99
Thunder Plains	Cactuar King	Chocobo Wing x99
Macalania	Espada	Shining Gem x60
Bikanel	Abyss Worm	Shadow Gem x99
Calm Lands	Chimerageist	Farplane Wind x60
Sunken Cave	Don Tonberry	Silver Hourglass x40
Mt. Gagazet	Catoblepas	Blossom Crown
Inside Sin	Abaddon	Lunar Curtain x99
Omega Dungeon	Vorban	Designer Wallet x60

The information in these tables relates to all of the Area Conquest monsters. Rare exceptions are marked with a *.

Status Effects																								
				SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM *1,3,5	ZMB	IMM	PWB	IMM *6,7
MGB	IMM *2,6,7	ARB	IMM *2,6,7	MNB	IMM *2,6,7	THR	IMM *2	DTH	IMM	PRV	IMM	DOM	0 (200)	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	0	SNS	IMM *4	SCN	IMM *4	DEM	IMM *4	DLY	IMM *4	EJC	IMM *4	ZNM	LV. 4

Items	Rare	Dark Matter x1	Equipment	Rate	255/256	Bribe	Gil	-	Items	-
Enemy Skills	-	AP	8000 (8000)	Gil	0	*1 Jormungand (0) *2 Espada (0) *3 Espada (50) *4 Stratoavis (0) *5 Stratoavis (90) *6 Chimerageist, Catoblepas (50) *7 Stratoavis, Jormungand (90)				

STRATOAVIS

Strength	73	Defence	41	Magic	32	Magic Def.	82	Elements		Fire	-	Lightning	-				
Agility	32	Luck	18	Evasion	5	Accuracy	100	Water	-	Ice	-	Holy	-				
Steal	Normal	Smoke Bomb x3	Rare	Stamina Spring x2	Ability Slots	2–4	Abilities Attached	1–3	HP	320000 (10000)	MP	115					
Armour Abilities	HP +10%, HP +20%, HP +30%								Items	Normal	Amulet x2						
Weapon Abilities	Magic +5%, Magic +10%, Magic +20%																

MALBORO MENACE

Strength	60	Defence	24	Magic	53	Magic Def.	63	Elements		Fire	x1.5	Lightning	-				
Agility	34	Luck	15	Evasion	0	Accuracy	120	Water	ABS	Ice	-	Holy	-				
Steal	Normal	Remedy x4	Rare	Mana Spring x2	Ability Slots	3–4	Abilities Attached	1–4	HP	640000 (12000)	MP	200					
Armour Abilities	Darkproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof								Items	Normal	Mana Tonic x2						
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike																

KOTTOS

Strength	88	Defence	60	Magic	12	Magic Def.	1	Elements		Fire	-	Lightning	-				
Agility	36	Luck	25	Evasion	0	Accuracy	150	Water	-	Ice	-	Holy	-				
Steal	Normal	Stamina Spring x4	Rare	Soul Spring x2	Ability Slots	2–3	Abilities Attached	1–3	HP	440000 (15000)	MP	20					
Armour Abilities	HP +10%, HP +20%, HP +30%								Items	Normal	Healing Spring x20						
Weapon Abilities	Counter-Attack, Evade & Counter, Magic Counter																

COEURLREGINA

Strength	1	Defence	40	Magic	70	Magic Def.	40	Elements		Fire	-	Lightning	-				
Agility	75	Luck	15	Evasion	0	Accuracy	100	Water	-	Ice	-	Holy	-				
Steal	Normal	Farplane Wind x2	Rare	Blessed Gem x1	Ability Slots	2–3	Abilities Attached	1–3	HP	380000 (10000)	MP	80					
Armour Abilities	Darkfproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof								Items	Normal	Shining Gem x3						
Weapon Abilities	Deathstrike, Double AP																

JORMUNGAND

Strength	77	Defence	33	Magic	80	Magic Def.	186	Elements		Fire	-	Lightning	-				
Agility	53	Luck	15	Evasion	6	Accuracy	130	Water	-	Ice	-	Holy	-				
Steal	Normal	Petrify Grenade x4	Rare	Three Stars x1	Ability Slots	3–4	Abilities Attached	1–4	HP	520000 (10000)	MP	63					
Armour Abilities	Darkproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof								Items	Normal	Supreme Gem x2						
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike																

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CACTUAR KING

Strength	255	Defence	100	Magic	255	Magic Def.	255	Elements	Fire	IMM	Lightning	IMM					
Agility	80	Luck	15	Evasion	240	Accuracy	180	Water	IMM	Ice	IMM	Holy	IMM				
Steal	Normal	Chocobo Wing x2	Rare	Designer Wallet x1	Ability Slots	2–4	Abilities Attached	1–3	HP	100000 (10000)	MP	0					
Armour Abilities	Defence +5%, Defence +10%, Defence +20%								Items	Normal	Blessed Gem x3						
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%																

ESPADA

Strength	44	Defence	100	Magic	31	Magic Def.	160	Elements	Fire	-	Lightning	-					
Agility	51	Luck	15	Evasion	12	Accuracy	100	Water	-	Ice	-	Holy	-				
Steal	Normal	Farplane Shadow x4	Rare	Farplane Wind x1	Ability Slots	2–4	Abilities Attached	1–3	HP	280000 (15000)	MP	120					
Armour Abilities	Defence +5%, Defence +10%, Defence +20%								Items	Normal	Rename Card x1						
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%																

ABYSS WORM

Strength	60	Defence	24	Magic	93	Magic Def.	63	Elements	Fire	-	Lightning	-					
Agility	22	Luck	15	Evasion	0	Accuracy	120	Water	-	Ice	-	Holy	-				
Steal	Normal	Shadow Gem x4	Rare	Stamina Tablet x1	Ability Slots	2–4	Abilities Attached	1–3	HP	480000 (12000)	MP	200					
Armour Abilities	Defence +5%, Defence +10%, Defence +20%								Items	Normal	Stamina Tonic x1						
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%																

CHIMERAGEIST

Strength	66	Defence	10	Magic	68	Magic Def.	10	Elements	Fire	IMM	Lightning	IMM					
Agility	29	Luck	15	Evasion	0	Accuracy	180	Water	IMM	Ice	IMM	Holy	IMM				
Steal	Normal	Mana Spring x2	Rare	Stamina Spring x2	Ability Slots	2–3	Abilities Attached	1–3	HP	120000 (10000)	MP	30					
Armour Abilities	Fire Eater, Water Eater, Ice Eater								Items	Normal	Return Sphere x1						
Weapon Abilities	Firestrike, Waterstrike, Icestrike																

DON TONBERRY

Strength	95	Defence	100	Magic	75	Magic Def.	100	Elements	Fire	-	Lightning	-					
Agility	37	Luck	15	Evasion	0	Accuracy	80	Water	-	Ice	-	Holy	-				
Steal	Normal	Candle of Life x2	Rare	Designer Wallet x1	Ability Slots	3–4	Abilities Attached	2–4	HP	480000 (10000)	MP	120					
Armour Abilities	Darkproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof								Items	Normal	Farplane Wind x3						
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike																

CATOBLEPAS

Strength	76	Defence	33	Magic	58	Magic Def.	27	Elements	Fire	-	Lightning	-					
Agility	47	Luck	15	Evasion	0	Accuracy	180	Water	-	Ice	-	Holy	-				
Steal	Normal	Healing Spring x3	Rare	Stamina Tonic x1	Ability Slots	3–4	Abilities Attached	2–4	HP	550000 (10000)	MP	160					
Armour Abilities	Darkproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof								Items	Normal	Three Stars x1						
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike																

ABADDON

Strength	40	Defence	180	Magic	95	Magic Def.	160	Elements	Fire	-	Lightning	-					
Agility	120	Luck	15	Evasion	0	Accuracy	130	Water	-	Ice	-	Holy	-				
Steal	Normal	Purifying Salt x3	Rare	Shining Gem x1	Ability Slots	2–4	Abilities Attached	1–3	HP	380000 (10000)	MP	780					
Armour Abilities	Magic Def +5%, Magic Def +10%, Magic Def +20%								Items	Normal	Mana Tablet x1						
Weapon Abilities	Magic +5%, Magic +10%, Magic +20%																

VORBAN

Strength	95	Defence	100	Magic	75	Magic Def.	100	Elements	Fire	-	Lightning	-					
Agility	33	Luck	15	Evasion	0	Accuracy	80	Water	-	Ice	-	Holy	-				
Steal	Normal	Healing Spring x2	Rare	Stamina Tablet x1	Ability Slots	2–4	Abilities Attached	1–3	HP	630000 (10000)	MP	120					
Armour Abilities	Defence +5%, Defence +10%, Defence +20%								Items	Normal	Friend Sphere x1						
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%																

TIPS

If an opponent defeats you with one blow, and no damage figures are displayed on the screen, then you know that you'll have to protect the rest of your party from the Death status effect.

The Break effect of Auron's Banishing Blade Overdrive technique is always immediate, unless the monster in question enjoys complete immunity.

Your best bet is to use a First Strike weapon to counter the Malboro Menace's Ambush. Wakka's Attack Reels or Tidus's Blitz Ace will come in very handy when dealing with the Cactuar King.

If you are taking on Don Tonberry, summon an aeon and see how your opponent tackles the problem (Fig. 3)!

With regard to rewards, remember that you can only hold 99 of any item at a time, so you must first either sell or use up the superfluous items. You can do this by using Customise, powering up the aeons' attributes or teaching them abilities.

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Species Conquest
If you capture large numbers of different monsters (Figs. 4, 5), the Species Conquest will give rise to new fiends. Each battle against a Species Conquest creature will later cost you 8,000 Gil.

04

05

The information in the following tables relates to all of the Species Conquest monsters. Rare exceptions are marked with a *.

Status Effects	SLC	IMM	SLP	IMM *1	DRK	IMM *2	PSN	IMM	PTR	IMM	SLW	IMM *3	ZMB	IMM	PWB	*
MGB *	ARB	*	MNB	*	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (200)	NUL	0	SHL	0	PRT	0
RFL 0	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Items	Rare	Dark Matter x1	Equipment	Rate	255/256	Bribe	Gil	-	Items	-
Enemy Skills	-	AP 10000 (10000) *4	Gil	-	*1 Hornet (0) *2 Jumbo Flan (20) *3 Jumbo Flan (0) *4 Juggernaut (8000 (10000)) * See indivdual monster tables					

FENRIR

Status Effects	ZMB	IMM	PWB	IMM	MGB	99	ARB	99

Strength	73	Defence	40	Magic	12	Magic Def.	165	Elements	Fire	x1/2	Lightning	x1/2
Agility	200	Luck	30	Evasion	60	Accuracy	200	Water	x1/2	Ice	x1/2	Holy	-

Steal	Normal	Chocobo Feather x2	Rare	Chocobo Wing x1	Ability Slots	3–4	Abilities Attached	2–4	HP	850000 (99999)	MP	300

Armour Abilities	Darkfproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof	Items	Normal	Agility Sphere x1
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike			

You'll need three of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Chocobo Feathers.

- ☐ Dingo (Besaid) ☐ Mi'ihen Fang (Mi'ihen Highroad)
- ☐ Garm (Djose Road) ☐ Snow Wolf (Macalania)
- ☐ Sand Wolf (Bikanel) ☐ Skoll (Calm Lands)
- ☐ Bandersnatch (Mt. Gagazet)

ORNITHOLESTES

Status Effects	ZMB	IMM	PWB	IMM	MGB	IMM	ARB	IMM

Strength	83	Defence	55	Magic	30	Magic Def.	170	Elements	Fire	ABS	Lightning	-
Agility	130	Luck	20	Evasion	80	Accuracy	200	Water	IMM	Ice	-	Holy	-

Steal	Normal	Rename Card x1	Rare	Chocobo Wing x1	Ability Slots	2–3	Abilities Attached	1–3	HP	800000 (99999)	MP	300

Armour Abilities	Defence +5%, Defence +10%, Defence +20%	Items	Normal	Gambler's Spirit x2
Weapon Abilities	Double Overdrive			

You'll need three of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Stamina Springs.

- ☐ Dinonix (Kilika) ☐ Ipiria (Mi'ihen Highroad)
- ☐ Raptor (Mushroom Rock Road)
- ☐ Melusine (Thunder Plains) ☐ Yowie (Sunken Cave)
- ☐ Zaurus (Omega Dungeon)

PTERYX

Status Effects	ZMB	90	PWB	90	MGB	90	ARB	90

Strength	90	Defence	100	Magic	5	Magic Def.	100	Elements	Fire	-	Lightning	-
Agility	60	Luck	15	Evasion	60	Accuracy	200	Water	-	Ice	-	Holy	-

Steal	Normal	Smoke Bomb x4	Rare	Candle of Life x1	Ability Slots	2–4	Abilities Attached	1–3	HP	100000 (99999)	MP	0

Armour Abilities	Defence +5%, Defence +10%, Defence +20%	Items	Normal	Evasion Sphere x1
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%			

You'll need four of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Mega Phoenixes.

- ☐ Condor (Besaid) ☐ Simurgh (Djose Road)
- ☐ Alcyone (Bikanel)

HORNET

Status Effects	ZMB	95	PWB	95	MGB	95	ARB	95

Strength	63	Defence	70	Magic	88	Magic Def.	95	Elements	Fire	-	Lightning	-
Agility	102	Luck	33	Evasion	17	Accuracy	160	Water	-	Ice	-	Holy	-

Steal	Normal	Poison Fang x4	Rare	Purifying Salt x2	Ability Slots	2–4	Abilities Attached	1–3	HP	620000 (50000)	MP	180

Armour Abilities	Defence +5%, Defence +10%, Defence +20%	Items	Normal	Accuracy Sphere x1
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%			

You'll need four of each of the following monsters to breed this particular fiend. You will be rewarded with 60 Mana Tonics.

- ☐ Killer Bee (Kilika) ☐ Bite Bug (Djose Road)
- ☐ Wasp (Macalania) ☐ Nebiros (Calm Lands)

VIDATU

Status Effects	ZMB	IMM	PWB	80	MGB	99	ARB	80

Strength	12	Defence	230	Magic	77	Magic Def.	230	Elements	Fire	-	Lightning	-
Agility	33	Luck	15	Evasion	80	Accuracy	110	Water	-	Ice	-	Holy	-

Steal	Normal	Lightning Gem x4	Rare	Mana Tonic x1	Ability Slots	2–3	Abilities Attached	1–3	HP	95000 (10000)	MP	840

Armour Abilities	MP +10%, MP +20%, MP +30%	Items	Normal	MP Sphere x1
Weapon Abilities	Double AP			

You'll need four of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Mana Springs.

- ☐ Gandarewa (Mushroom Rock Road)
- ☐ Aerouge (Thunder Plains) ☐ Imp (Sunken Cave)

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ONE-EYE

Status Effects	ZMB	0	PWB	0	MGB	IMM	ARB	IMM											
Strength	55	Defence	58	Magic	77	Magic Def.	183	Elements	Fire	IMM	Lightning	IMM							
Agility	38	Luck	15	Evasion	10	Accuracy	85	Water	IMM	Ice	IMM	Holy	-						
Steal	Normal	Lunar Curtain x3	Rare	Blessed Gem x1	Ability Slots	2–3	Abilities Attached	1–3	HP	150000 (15000)	MP	270							
Armour Abilities	MP +10%, MP +20%, MP +30%								Items	Normal	Magic Def Sphere x1								
Weapon Abilities	Triple AP																		

You'll need four of each of the following monsters to breed this particular fiend. You will be rewarded with 60 Stamina Tablets.

- ☐ Floating Eye (Mi'ihen Highroad) ☐ Buer (Thunder Plains)
- ☐ Evil Eye (Macalania) ☐ Ahriman (Mt. Gagazet)
- ☐ Floating Death (Omega Dungeon)

JUMBO FLAN

Status Effects	ZMB	IMM	PWB	IMM	MGB	IMM	ARB	IMM											
Strength	3	Defence	255	Magic	98	Magic Def.	80	Elements	Fire	ABS	Lightning	ABS							
Agility	60	Luck	15	Evasion	0	Accuracy	0	Water	ABS	Ice	ABS	Holy	-						
Steal	Normal	Lunar Curtain x4	Rare	Mana Tablet x1	Ability Slots	2–4	Abilities Attached	1–3	HP	1300000 (99999)	MP	999							
Armour Abilities	Fire Eater, Water Eater, Ice Eater								Items	Normal	Magic Sphere x1								
Weapon Abilities	Magic Booster																		

You'll need three of each of the following monsters to breed this particular fiend. You will be rewarded with 60 Twin Stars. The Jumbo Flan will absorb elemental spells and is immune to physical attacks! Try to cast Ultima in combination with Doublecast and Copycat. In order to slow the monster down (and get around his Reflect ability), you'll have to cast Reflect on one of your heroes and then cast a Slow spell on the same character. Anima's Pain will also prove effective, since it is a non-elemental and non-physical attack.

- ☐ Water Flan (Besaid)
- ☐ Thunder Flan (Mushroom Rock Road)
- ☐ Snow Flan (Djose Road) ☐ Ice Flan (Macalania)
- ☐ Dark Flan (Mt. Gagazet)

NEGA ELEMENTAL

Status Effects	ZMB	IMM	PWB	IMM	MGB	IMM	ARB	IMM											
Strength	0	Defence	140	Magic	80	Magic Def.	62	Elements	Fire	ABS	Lightning	ABS							
Agility	44	Luck	15	Evasion	0	Accuracy	150	Water	ABS	Ice	ABS	Holy	ABS						
Steal	Normal	Lunar Curtain x4	Rare	Twin Stars x1	Ability Slots	2–4	Abilities Attached	2–4	HP	1300000 (15000)	MP	20							
Armour Abilities	Fire Eater, Lightning Eater, Water Eater, Ice Eater								Items	Normal	Twin Stars x2								
Weapon Abilities	Firestrike, Lightningstrike, Waterstrike, Icestrike																		

You'll need three of each of the following monsters to breed this particular fiend. You will be rewarded with 60 Star Curtains. The monster will use Ultima to counter all attacks and Overdrives. Reflect will not provide any protection, so use the same strategies as those recommended against the Jumbo Flan.

- ☐ Yellow Element (Kilika)
- ☐ White Element (Mi'ihen Highroad)
- ☐ Red Element (Mushroom Rock Road)
- ☐ Gold Element (Thunder Plains) ☐ Blue Element (Macalania)
- ☐ Dark Element (Sunken Cave)
- ☐ Black Element (Omega Dungeon)

TANKET

Status Effects	ZMB	IMM	PWB	90	MGB	IMM	ARB	99											
Strength	103	Defence	100	Magic	3	Magic Def.	250	Elements	Fire	-	Lightning	-							
Agility	41	Luck	15	Evasion	0	Accuracy	100	Water	-	Ice	-	Holy	-						
Steal	Normal	Light Curtain x4	Rare	Lunar Curtain x4	Ability Slots	2–4	Abilities Attached	1–3	HP	900000 (10000)	MP	0							
Armour Abilities	Defence +5%, Defence +10%, Defence +20%								Items	Normal	Defence Sphere x1								
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%																		

You'll need three of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Golden Hourglasses. If just one character is left standing during the battle against Tanket, the monster will attack continuously and you won't get a turn.

- ☐ Raldo (Mi'ihen Highroad) ☐ Bunyip (Djose Road)
- ☐ Murussu (Macalania) ☐ Mafdet (Macalania)
- ☐ Shred (Calm Lands) ☐ Halma (Omega Dungeon)

FAFNIR

Status Effects	ZMB	95	PWB	95	MGB	95	ARB	95											
Strength	76	Defence	30	Magic	109	Magic Def.	130	Elements	Fire	ABS	Lightning	ABS							
Agility	38	Luck	15	Evasion	0	Accuracy	160	Water	-	Ice	ABS	Holy	-						
Steal	Normal	Gold Hourglass x2	Rare	Stamina Spring x2	Ability Slots	2–4	Abilities Attached	1–4	HP	1100000 (13000)	MP	30							
Armour Abilities	Fire Eater, Water Eater, Ice Eater								Items	Normal	Light Curtain x20								
Weapon Abilities	Firestrike, Lightningstrike, Waterstrike, Icestrike																		

You'll need four of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Purifying Salts. Fafnir will use a threefold attack during the second round: a physical attack followed by an elemental attack on all his opponents, followed by a further attack. The elemental attack will be determined randomly, but can be intercepted with the help of Nul spells or Eater abilities.

- ☐ Vouivre (Mi'ihen Highroad)
- ☐ Lamashtu (Mushroom Rock Road)
- ☐ Kusariqqu (Thunder Plains) ☐ Mushussu (Bikanel)
- ☐ Nidhogg (Sunken Cave)

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SLEEP SPROUT

Status Effects	ZMB 0	PWB IMM	MGB IMM	ARB IMM

Strength	3	Defence	167	Magic	112	Magic Def.	203
Agility	26	Luck	15	Evasion	0	Accuracy	0

Elements					
Fire	x1.5	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Normal	Poison Fang x4	Rare	Farplane Wind x1	Ability Slots	3–4	Abilities Attached	1–4	HP	98000 (10000)	MP	820

Armour Abilities	Darkfproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof	Items	Normal	Teleport Sphere x1
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike			

You'll need five of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Healing Springs.

- ☐ Funguar (Mushroom Rock Road)
- ☐ Thorn (Sunken Cave)
- ☐ Exoray (Inside Sin)

BOMB KING

Status Effects	ZMB IMM	PWB IMM	MGB IMM	ARB IMM

Strength	73	Defence	200	Magic	71	Magic Def.	200
Agility	46	Luck	15	Evasion	0	Accuracy	150

Elements					
Fire	ABS	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Normal	Fire Gem x4	Rare	Shining Gem x1	Ability Slots	2–4	Abilities Attached	1–3	HP	480000 (10000)	MP	780

Armour Abilities	Defence +5%, Defence +10%, Defence +20%	Items	Normal	Door to Tomorrow x1
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%			

You'll need five of each of the following monsters to breed this particular fiend. You will be rewarded with 60 Turbo Ethers.

- ☐ Bomb (Mi'ihen Highroad)
- ☐ Grenade (Mt. Gagazet)
- ☐ Puroburos (Omega Dungeon)

JUGGERNAUT

Status Effects	ZMB 95	PWB 95	MGB 95	ARB 95

Strength	98	Defence	140	Magic	70	Magic Def.	62
Agility	42	Luck	15	Evasion	0	Accuracy	150

Elements					
Fire	ABS	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Normal	Lunar Curtain x4	Rare	Shining Gem x1	Ability Slots	2–4	Abilities Attached	1–3	HP	1200000 (15000)	MP	20

Armour Abilities	Defence +5%, Defence +10%, Defence +20%	Items	Normal	Strength Sphere x1
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%			

You'll need five of each of the following monsters to breed this particular fiend. You will be rewarded with 99 Light Curtains.

- ☐ Dual Horn (Mi'ihen Highroad)
- ☐ Valaha (Sunken Cave)
- ☐ Grendel (Mt. Gagazet)

IRONCLAD

Status Effects	ZMB IMM	PWB 95	MGB 95	ARB 95

Strength	100	Defence	220	Magic	0	Magic Def.	180
Agility	65	Luck	15	Evasion	0	Accuracy	180

Elements					
Fire	IMM	Lightning	IMM	Water	IMM
Ice	IMM	Holy	-		

Steal	Normal	Light Curtain x4	Rare	Stamina Tablet x1	Ability Slots	2–4	Abilities Attached	1–3	HP	2000000 (99999)	MP	0

Armour Abilities	HP +10%, HP +20%, HP +30%	Items	Normal	HP Sphere x1
Weapon Abilities	Strength +5%, Strength +10%, Strength +20%			

You'll need five of each of the following monsters to breed this particular fiend. You will be rewarded with 60 Mana Tablets.

- ☐ Iron Giant (Thunder Plains)
- ☐ Gemini 1* (Inside Sin)
- ☐ Gemini 2* (Inside Sin)

* Geminis always travel in pairs

Original

Stricter conditions must be met in order to breed Original monsters, and the battle price is also higher. Each fight with an Original creature will cost 15,000 Gil, while a battle with Nemesis will cost a staggering 25,000 Gil!

The information in these tables relates to all Original monsters. Rare exceptions are marked with a *.

Status Effects	SLC	IMM	SLP	IMM *1	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	0 (255) *2,3	NUL	0	SHL	0	PRT	0
RFL	0 *4	HST	0	RGN	0	DST	0	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 5 *5

Items	Rare	Dark Matter x1	Equipment	Rate	255/256	Bribe	Gil	-	Items	-	Steal	Normal	Gambler's Spirit x1 *6
Enemy Skills	-	AP	50000 (50000) *7	Gil	0								

*1 Neslug (0) *2 Neslug (IMM) *3 Ultima Buster Arm and Head (0 (3)) *4 Th'uban (IMM) *5 Neslug, Shinryu (Lv. 4) *6 Nemesis (Lv. 4 Key Sphere x1) *7 Nemesis (55000 (55000))

EARTH EATER

Strength	117	Defence	200	Magic	186	Magic Def.	210
Agility	47	Luck	15	Evasion	0	Accuracy	120

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Rare	Lv. 1 Key Sphere x1	Ability Slots	3–4	Abilities Attached	1	HP	1300000 (99999)	MP	30

Armour Abilities	Auto-Potion	Items	Normal	Fortune Sphere x1
Weapon Abilities	Triple Overdrive			

In order to breed this particular monster, two creatures must be generated during the Area Conquest. You'll receive a reward of 60 Three Stars. As long as it's still standing, the Earth Eater (Fig. 6) will attack and counter with Death and high levels of damage. It will fall over after suffering more than 100,000 HP of damage and will only counter your attacks with a weak Flare.

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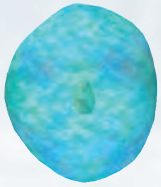

GREATER SPHERE

Strength	87	Defence	130	Magic	102	Magic Def.	120	Elements	Fire	variable	Lightning	variable	
Agility	55	Luck	15	Evasion	0	Accuracy	200	Water	variable	Ice	variable	Holy	-
Steal	Rare	Return Sphere x1				Ability Slots	2–4	Abilities Attached	1	HP	1500000 (99999)	MP	999
Armour Abilities	Auto-Phoenix									Items	Normal	Luck Sphere x1	
Weapon Abilities	One MP Cost												

In order to breed this particular monster, you'll have to generate two creatures during the Species Conquest. You will be rewarded with 60 Supreme Gems. The Greater Sphere will counter with Ultima or a deadly Hydraulic Press: Auto-Life is vital! Your chances will be greatly increased if Wakka launches a faultless Attack Reel with twelve hits.

CATASTROPHE

Strength	120	Defence	80	Magic	77	Magic Def.	80	Elements	Fire	-	Lightning	-	
Agility	34	Luck	15	Evasion	0	Accuracy	150	Water	-	Ice	-	Holy	-
Steal	Rare	Lv. 2 Key Sphere x1				Ability Slots	3–4	Abilities Attached	1–4	HP	2200000 (99999)	MP	380
Armour Abilities	Darkfproof, Silenceproof, Sleepproof, Poisonproof, Stoneproof, Zombieproof, Slowproof									Items	Normal	Designer Wallet x1	
Weapon Abilities	Darkstrike, Silencestrike, Sleepstrike, Poisonstrike, Stonestrike, Zombiestrike, Slowstrike												

In order to breed this particular monster, you'll have to generate six creatures during the Area Conquest. You will be rewarded with 99 Door to Tomorrows. Catastrophe will leave his shell after suffering 500,000 damage points. His attacks will alternate between Toxic Spray (causes Full Break!), Demi and Hundred Thorns, which will inflict substantial damage on your entire party, although you can shield yourself using Protect.

TH'UBAN

Strength	102	Defence	80	Magic	212	Magic Def.	80	Elements	Fire	-	Lightning	-	
Agility	53	Luck	15	Evasion	0	Accuracy	180	Water	-	Ice	-	Holy	-
Steal	Rare	Teleport Sphere x1				Ability Slots	3–4	Abilities Attached	1–3	HP	3000000 (99999)	MP	85
Armour Abilities	HP +10%, HP +20%, HP +30%									Items	Normal	Underdog's Secret x1	
Weapon Abilities	Triple AP, Triple Overdrive												

In order to breed this particular monster, you'll have to generate six creatures in the Species Conquest. You will be rewarded with 99 Gambler's Spirits. Th'uban will counter any attack with an action that removes all protection from your entire party, except for the armour's Auto Abilities. The monster's Pulsar Shockwave will inflict 99,999 HP of damage on its victim.

NESLUG

Strength	130	Defence	80	Magic	130	Magic Def.	80	Elements	Fire	-	Lightning	-	
Agility	43	Luck	20	Evasion	0	Accuracy	0	Water	-	Ice	-	Holy	-
Steal	Rare	Friend Sphere x1				Ability Slots	2–3	Abilities Attached	1–3	HP	4000000 (12000)	MP	999
Armour Abilities	HP +10%, HP +20%, HP +30%									Items	Normal	Pendulum x1	
Weapon Abilities	Piercing (Kimahri and Auron), Triple AP												

In order to breed this particular monster, you'll have to capture one of each of the fiends roaming throughout all the areas. You will be rewarded with 99 Winning Formulas. After suffering 2,000,000 HP of damage, Neslug (Fig. 7) will retreat into its shell, rendering it practically immune to physical attacks. It will also heal itself fully using Auto-Regen, which cannot be prevented by Silence. Once Neslug is down to one million HP of damage, the shell will crumble. A recipe for swift success is to start off with Wakka unleashing his Attack Reel (depending on your stats, this could mean 12 x 99,999 damage points), followed by Quick-Hits, again inflicting maximum damage. You will thus have drained 1,999,980 HP from Neslug. Using Entrust, transfer another character's full Overdrive to Wakka. One more perfect Attack Reel will destroy the shell.

07

ULTIMA BUSTER

*Arm and Head 80000 HP, Overkill 1, Defence 1, Magic Defence 1

Strength	168	Defence	60(1)*	Magic	178	Magic Def.	71(1)*	Elements	Fire	-	Lightning	-	
Agility	72	Luck	15	Evasion	0	Accuracy	130	Water	-	Ice	-	Holy	-
Steal	Rare	Lv. 3 Key Sphere x1				Ability Slots	3–4	Abilities Attached	1–3	HP	5000000 (99999)	MP	140 (1)*
Armour Abilities	Break MP Limit									Items	Normal	Winning Formula x1	
Weapon Abilities	Triple AP, Overdrive > AP, Triple Overdrive												

In order to breed this particular monster, you'll have to capture five of each of the fiends roaming the areas. You will be rewarded with 99 Dark Matters. First destroy the Ultima Buster's arms and head, for example by casting Doublecast and Ultima. The arms will reappear after a while, and your opponent will attack with a very powerful Ultima. After defeating Ultima Buster, you'll be able to buy Clear Spheres from the arena owner for 10,000 Gil a piece.

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SHINRYU

Strength	92	Defence	60	Magic	86	Magic Def.	98	Elements	Fire -	Lightning -			
Agility	70	Luck	15	Evasion	0	Accuracy	200	Water -	Ice -	Holy -			
Steal	Rare	Three Stars x1				Ability Slots	2–4	Abilities Attached	1	HP	2000000 (99999)	MP	72
Armour Abilities	Auto-Med									Items	Normal	Wings to Discovery x1	
Weapon Abilities	Double AP												

In order to breed this particular monster, you'll have to capture two of each of the following fiends in the underwater passages of the Mt. Gagazet cavern: Splashers, Achelous and Maelspikes. You will be rewarded with 30 Megalixirs. Only Tidus, Wakka and Rikku participate in the underwater fight against Shinryu, who will counter all attacks. The monster's Eraser will petrify and shatter one of your characters, and even Stoneproof offers no protection. If just one of your heroes is left standing, Shinryu will stop using this attack.

TOP SECRET!

NEMESIS

Strength	255	Defence	150	Magic	255	Magic Def.	150	Elements	Fire ABS	Lightning ABS			
Agility	200	Luck	0	Evasion	0	Accuracy	150	Water ABS	Ice ABS	Holy ABS			
Steal	Rare	Warp Sphere x1				Ability Slots	3–4	Abilities Attached	1	HP	10000000 (99999)	MP	9999
Armour Abilities	Break HP Limit									Items	Normal	Warp Sphere x1	
Weapon Abilities	Break Damage Limit												

In order to breed this particular monster you will have to capture ten of each of the fiends roaming all the areas AND you'll have to defeat all the Original monsters in the monster arena! You will be rewarded with 10 Master Spheres. Nemesis (Fig. 8) will counter Overdrive attacks. One of his other attacks will inflict maximum damage on almost all your fighters. Your best bet is to sacrifice your aeons to protect your characters from attack, and you may also want to use Quick-Hits. If your Agility levels are in the region of 200 you should get sufficient turns to force Nemesis to surrender. Once you've defeated your opponent, the arena owner will present you with the Mark of Conquest Key Item as proof of your heroism (Fig. 9).

08

09

CAVERN OF THE STOLEN FAYTH

MONSTERS

Name	HP	AP	Steal
Imp	880	770	Lightning Gem x1 / x2
Yowie	900	810	Soft / Petrify Grenade
Dark Element	1800	810	Shining Thorn x1 / x2
Nidhogg	2000	810	Hi-Potion / Gold Hourglass
Thorn	4080	830	Silence Grenade x2 / Ether
Mech Hunter	5500	820	Al Bhed Potion x1 / x2
Coeurl	6000	1300	Mana Spring
Epaaj	8700	970	Hi-Potion x1 / x2
Valaha	8700	1320	Hi-Potion x1 / x2
Ghost	9999	1450	Phoenix Down x2 / Farplane Shadow
Defender	12000	2700	Lunar Curtain x1 / x2
Tonberry	13500	6500	Hi-Potion / Farplane Shadow
Malboro	27000	2200	Remedy
Magic Urn	999999	-	-

LEGEND

	Object	Qty.
A	Al Bhed Primer XXV	1
B	Flexible Arm	1
C	Fortune Sphere	1
D	Lv. 2 Key Sphere	1
E	Megalixir	1
F	Mega-Potion	2
G	MP Sphere	1
H	X-Potion	2

Cavern of the Stolen Fayth

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YOJIMBO'S RESTING PLACE

You can enter this system of caverns, home to some remarkable monsters, at any time. You'll find the entrance in the West of the Calm Lands – Gorge Bottom.

Tonberry (Fig. 1) is extremely rare. It counters all attacks with Karma. The effectiveness of this attack varies: the more monsters your character has defeated, the more damage he or she will suffer. Tonberry stops using this counter-attack after moving towards your party four times. You won't be attacked as long as you leave the monster in peace for that length of time.

01

Magic Urn (Fig. 2) is practically invincible. All you can do is attack one of its five eyes and then wait to see what happens. If you're lucky, the creature will drop an item such as an Elixir, Phoenix Down, Soul Spring, Stamina Tablet, Silver Hourglass, Frag Grenade or Lunar Curtain. However, if you're unlucky, the Magic Urn will blow itself up – flight might be your best option!

02

03

Ghost (Fig. 3): Using Lancet, Kimahri can learn the Doom Overdrive technique from this monster.

You'll have to fight the aeon Yojimbo in the chamber near the Save Sphere (Fig. 4). Use Kimahri's Doom Overdrive technique. Then, all you have to do is survive five of Yojimbo's attacks before he is defeated. You will now see a Glyph field on the ground which will teleport you in four different directions: back to the cave entrance, to the left or right into small rooms containing treasure chests (Fig. 5), or forward to the Chamber of the Fayth.

04

05

BUY AN AEON

As long as you have sufficient Gil, you can secure the services of Yojimbo in the Chamber of the Fayth. The negotiations will be based on your reply to Yojimbo (Fig. 6). If you respond with "To defeat the most powerful of enemies", you can expect the lowest price: Yojimbo will demand 250,000 Gil. If you feel like haggling, first offer 125,001 Gil. Then increase your offer to 150,002, and then to 175,003. Yojimbo will then make a final offer of around 203,000 Gil. You won't be able to beat him down much further, so your best bet is to accept this price. If Yojimbo rejects an offer you'll either have to offer significantly more, or reload a previously saved game.

If you pay Yojimbo three times the figure he demands, you'll be rewarded with a bonus of two Teleport Spheres. If you enter his chamber after gaining possession of the Airship, you'll receive a Strength Sphere. After your first meeting with Yojimbo, you'll also find that the Glyph teleporter in the entrance area of the Cavern of the Stolen Fayth starts working. If you leave the cave and then return again, you'll meet Dark Yojimbo near the Save Sphere (see the section Dark Aeons).

06

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REMIEM TEMPLE

NOT WITHOUT MY CHOCOBO!

In order to reach the Temple, you must have mastered the first Chocobo Training exercise. Ride to the South-East of the Calm Lands and examine the Chocobo Feather (Fig. 1) lying there. Your Chocobo will leap over the abyss, and you can continue towards the East to the Remiem Temple (Fig. 2). You can take part in a Training session with the Chocobo to the right of the temple entrance (see the section on Mini-games on page 199).

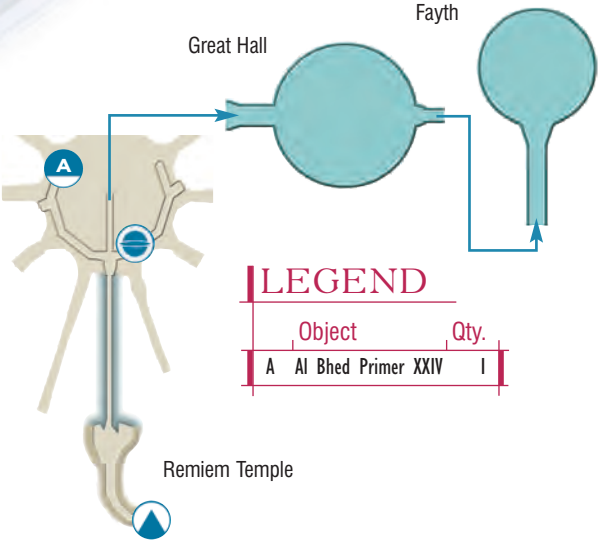
01

02

BATTLE OF THE AEONS: THE GRAND FINALE

You'll find Belgemine standing in the Great Hall, where you'll have another chance to fight all her aeons. However, you can only take on Yojimbo, Anima and the Magus Sisters once you yourself have acquired these particular aeons (Fig. 3). If you ignored Belgemine before, you'll also be presented with the Summoner's Soul and the Aeon's Soul here. After defeating all the aeons, send Belgemine to the Farplane: you'll be rewarded with the Moon Sigil. If you feel like postponing the sending of Belgemine, you'll have to take on and defeat her Magus Sisters once again.

03

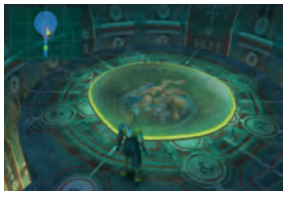


LEGEND

Object	Qty.
A Al Bhed Primer XXIV	1

REMIEM – FAYTH

You can gain access to the temple's Fayth chamber with the help of two key items: Belgemine's Flower Sceptre and the Blossom Crown from the Monster Arena. In the Fayth chamber, Yuna will find the Magus Sisters trio of aeons. Go back inside immediately (Fig. 4): the three Fayths will present you with a Defence Sphere.



04

BELGEMINE'S AEONS

Name	HP	Initial prize	Additional victories
Valefor	20000	Lightning Gem x4	Power Sphere x4
Ifrit	28000	X-Potion x30	Mana Sphere x6
Ixion	30000	Chocobo Feather x10	Power Sphere x8
Shiva	20000	Mega-Potion x60	Star Curtain x6
Bahamut	35000	Flower Sceptre	Mana Sphere x8
Yojimbo	32000	Shadow Gem x8	Power Sphere x10
Anima	54000	Stamina Spring x60	Mana Sphere x10
Cindy	48000	-	-
Sandy	35000	-	-
Mindy	20000	Shining Gem x40	Power Sphere x12

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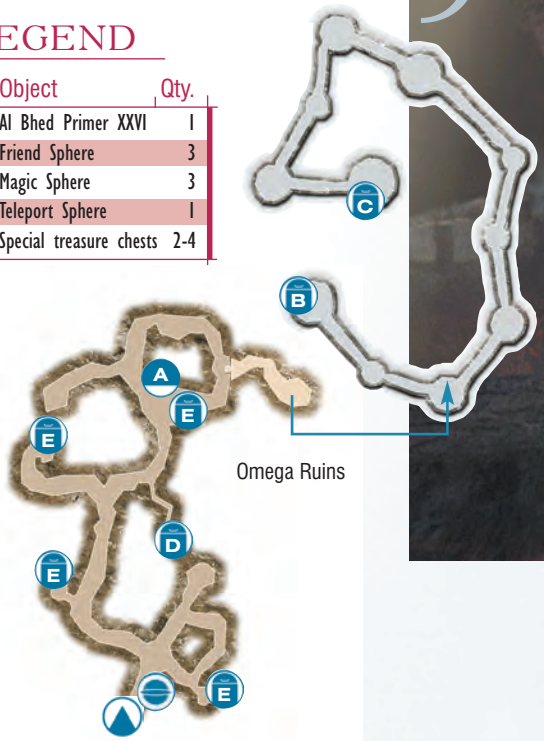
OMEGA RUINS

LEGEND

	Object	Qty.
A	Al Bhed Primer XXVI	1
B	Friend Sphere	3
C	Magic Sphere	3
D	Teleport Sphere	1
E	Special treasure chests	2-4



MONSTERS

Name	HP	AP	Steal
Floating Death	6700	7100	Musk x4 / x5
Black Element	7600	3150	Hi-Potion / Shining Gem x4
Zaurus	7850	5000	Petrify Grenade x2 / x3
Spirit	10000	4300	Stamina Spring x1 / x2
Halma	13000	5300	Hypello Potion x3 / Shadow Gem x2
Master Coeurl	13000	6500	Farplane Shadow x2 / x4
Machea	18000	8300	Hi-Potion x2 / Stamina Tablet
Puroboros	20000	3200	Fire Gem x3 / x4
Wraith	22222	3100	Farplane Shadow / Farplane Wind
Gemini	36000	7800	Light Curtain x1 / x2
Mimic	40000-60000	-	-
Defender Z	42300	6000	Lunar Curtain x2
Demonolith	45000	11000	Petrify Grenade x2
Master Tonberry	48000	20000	Mana Spring / Tetra Elemental
Adamantoise	54400	12500	Healing Water / Stamina Tablet
Varuna	56000	19500	Farplane Wind / Shining Gem
Great Malboro	64000	21000	Remedy / Mana Tablet
• Ultima Weapon	99999	40000	Door to Tomorrow x10 / x20
• Omega Weapon	999999	50000	Gambler's Spirit x30

Opened	Contents
1	Lv. 4 Key Sphere
2	Defending Bracer
3	Turnover
4	Lv. 3 Key Sphere x2
5	Defending Armlet
6	Friend Sphere x 2
7	Lv. 4 Key Sphere
8	Phantom Ring
9	Cactuar Wizard
10	Warmonger
11	Teleport Sphere x2
12	Warp Sphere x99

MONSTER OR TREASURE CHEST?

Use the Airship's Search function (see page 199) to access these hidden locations, home to some rather unconventional monsters. During battle, you'll occasionally find yourself facing a treasure chest (Fig. 1), which you can open using Steal (not Mug!). You may receive an item such as Mega Potions or Turbo Ethers. On the other hand, the treasure chest may prove to be something of a Trojan horse, concealing a monster known as Mimic. If you defeat this fiend, you'll be rewarded with 50,000 Gil. If one of your heroes has a weapon with the Gillionaire ability, you can look forward to receiving 100,000 Gil! This is the ideal way of boosting your savings.

01

SPECIAL TREASURE CHESTS

You'll find collections of between two and four treasure chests in four locations (Fig. 2). Each chest contains either an item or a monster at random. Should you open a chest containing a monster, the other chests in the vicinity will disappear after the ensuing battle.

The chests' contents do not depend on their location, but on the number you have opened so far. The first chest always contains a Lv. 4 Key Sphere. Bear in mind that if you pay a visit to the Save Sphere, then the counter will be reset to 1.

02

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THE GLYPH FIELD

The path leading to the Teleport Sphere shown on the map has been destroyed, and the Glyph field on the wall opposite the turning is inactive. You must first examine the Glyph in the North-West of this area (Fig. 3) before returning to this point. The Glyph will then generate a bridge leading to the chest.

A large Glyph on the ground in the North-East will transport you a few metres up into a passage, at the end of which Ultima Weapon is lying in wait. Protect yourself immediately from Confusion, Petrification and Silence. Unless you already have 99 Doors to Tomorrow, take this opportunity to steal ten or twenty of them. You can do this several times. You may also want to take advantage of this opportunity to bribe your way to 99 Pendulums.

03

OMEGA WEAPON

Once you've defeated Ultima Weapon (Fig. 4), you can use the teleporter to access the second section of the Omega Ruins. You'll find a fiend waiting on each of the round platforms. Omega Weapon has taken up residence next to the chest containing the Magic Sphere (Fig. 5). After the battle, you'll automatically be transported to the Save Sphere at the entrance. If you want to obtain the Magic Sphere, you'll have to retrace your steps again. As usual, you can expect to be drawn into random fights.

Although Omega Weapon's HP figure is extremely impressive, his fighting skills are not much to write home about. He will try to disrupt you by casting Confuse. Steal 30 Gambler's Spirits from him and, whatever you do, make sure Kimahri learns the Nova Overdrive, as this is the only opportunity in the game for him to do so. After his defeat, Omega Weapon will drop Lv. 4 Key Spheres and may even drop armour with the Break HP Limit ability.

04

05

CELESTIAL WEAPONS

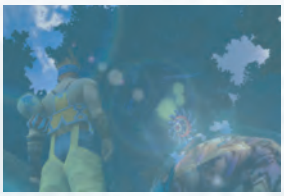
Each character has his or her own Celestial Weapon, but you can only obtain these weapons if you have the Celestial Mirror.

To start off with, the sole advantage offered by these weapons is that they can penetrate any armour. Unfortunately, each Celestial Weapon also has the No AP ability; you'll need a specific crest and a sigil to overcome this disadvantage. If you only use one of these two keys (Fig. 1), you'll simply activate a Double Overdrive ability without getting rid of No AP. Once you have fully activated the weapon, you do not have to equip it for it to affect an aeon's ability; more than 9,999 HP in damage. By using crest and sigil together with the Celestial Mirror, the weapon will reach its full potential (Fig. 2).

You can also use Customise to combine weapons with the same abilities as the Celestial Weapon. However, such weapons won't have the same name and will have no effect on aeons.

You should also take note of another feature of the Celestial Weapons during battle: if Tidus, Kimahri, Wakka or Rikku lose HP, their respective weapon's effectiveness will decrease. For example, if a character has only 1 HP left, a hit will have just 1/10 of its normal effect. Similarly, Yuna and Lulu's weapons become increasingly less effective the more MP they lose. However, the more HP Auron loses, the stronger his weapon becomes. In fact, if he's about to breathe his last, then the weapon will be twice as powerful as usual.

01



02

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THE CELESTIAL MIRROR

You must first win the Cloudy Mirror in the Chocobo race beneath the Remiem Temple (see Mini-games, page 199). In Macalania Woods, you can then convert the Cloudy Mirror into the Celestial Mirror. Go to the South section of the woods (see the map on page 97), where you will find a mother and her child. She is waiting for her husband (Fig. 3) who is loitering around the Campsite (Fig. 4). If you talk to him, he'll rush to his wife's side.

Follow him, and keep talking to the couple until it transpires that their child has wandered off. You'll find the little runaway on the crystal path above Macalania Woods – Central (Fig. 5).Talk to the boy and examine the large crystal: the Mirror will now undergo a metamorphosis (Fig. 6). The power of each Celestial Weapon will be released if you examine this crystal while holding the weapon and the associated crest and sigil.

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06

TIDUS: CALADBOLG

Location: Calm Lands – North
Abilities: Break Damage Limit, Triple Overdrive, Evade & Counter, Magic Counter
Effect on aeons: none

In the North-West of the Calm Lands (slightly to the North-East of the spot where you found Primer XXIII), you'll find a guard blocking access to a downward slope (Fig. 7). He will leave his post each time you win a Catcher Chocobo race (see page 198). You can then examine the Glyph at the bottom of the slope. If you have the Celestial Mirror with you (Fig. 8), you will receive Caladbolg.

Sun Crest: Zanarkand Dome – The Beyond
Go down the stairs in the North. You will reach another room, containing a chest with the Sun Crest (See Walkthrough, page 126).

Sun Sigil: Calm Lands
Complete the Catcher Chocobo race in the Calm Lands in a total time of under zero seconds (see page 198).

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YUNA: NIRVANA

Location: Calm Lands – Arena
Abilities: Break Damage Limit, Triple Overdrive, Double AP, One MP Cost
Effect on aeons: Break Damage Limit for Valefor

Use a Capture weapon to catch one of each of the fiends roaming the Calm Lands. The chest containing Nirvana will appear after you talk to the arena owner (Fig. 9).

Moon Crest: Besaid Island – Beach
Condition: none (see page 53 of the Walkthrough).

Moon Sigil: Remiem Temple
You must have all eight aeons, and you must also defeat all of Belgemine's aeons and send Belgemine to the Farplane (Fig. 10).

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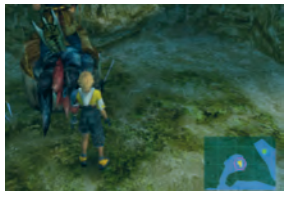
AURON: MASAMUNE

Location: Calm Lands – Gorge Bottom
Abilities: Break Damage Limit, Triple Overdrive, First Strike, Counter-Attack
Effect on aeons: Break Damage Limit for Yojimbo

Bring the Rusty Sword found on the Gorge Bottom (see page 118 of the Walkthrough) to the statue of Lord Mi'ihen on the Mushroom Rock Road, to the North-East of the turning leading to the Valley (Fig. 11). A Glyph will appear if you examine the statue. If you now examine this Glyph with the Celestial Mirror, Auron will receive his Celestial Weapon (Fig. 12).

Mars Crest: Mi'ihen Highroad – Oldroad, South
Conditions: none (see page 77 of the Walkthrough).

Mars Sigil: Calm Lands - Arena
Capture enough monsters to generate a total of ten creatures during the Area Conquest and/or Species Conquest in the Monster Arena. Take a look at the Monster Arena section on page 203 to see which conditions must be met.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WAKKA: WORLD CHAMPION

Location: Luca – Cafe
Abilities: Break Damage Limit, Triple Overdrive, Double AP, Evade & Counter
Effect on aeons: Break Damage Limit for Ifrit

Talk to the person behind the counter. As well as the Celestial Mirror, blitzball success is vital if you want to obtain the weapon. You must have gained at least third place in the League or a Tournament, or have recorded a total of over 100 victories (Fig. 13).

Jupiter Crest: Luca Stadium – Locker Room
Fly to Luca and open one of the lockers in the Locker Room (Fig. 14).

Jupiter Sigil: Blitzball League
If Wakka has learnt the Attack Reels, Status Reels and Aurochs Reels Overdrive techniques, the Sigil will be offered as first prize in the blitzball League. This means that you must meet the following conditions step by step:
1. The Attack Reels are sometimes offered as prizes for a Tournament victory - so win the Tournament.
2. Once you have the Attack Reels, you'll have to fight 250 battles, and these are battles against fiends rather than mere blitzball games!
The Status Reels will then be offered as a reward for gaining first place in the next League season. This means that you must first complete a League and then finish the subsequent League in first place.
3. Once you have the Status Reels, you'll have to fight a further 450 battles against fiends, after which the Aurochs Reels will be offered as a reward for gaining first place in a Tournament.
4. Once you have the Aurochs Reels, there is a 50% chance that the Jupiter Sigil will be offered as a reward for gaining first place in the next League season. That means that you must play in the current League until the last play date. Then you should save your game, proceed beyond the final play date and take a look to see whether the next season's victors will be offered the Sigil. If not, reload your saved game and try again.

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KIMAHRI: SPIRIT LANCE

Location: Thunder Plains – South
Abilities: Break Damage Limit, Triple Overdrive, Double AP, Evade & Counter
Effect on aeons: Break Damage Limit for Ixion

First, press ⓞ next to the three glowing Qactuar stones in the Thunder Plains (see pages 96-97 of the Walkthrough). Your task is then to find the ghost of a Qactuar hovering in the far South of the Thunder Plains – South, near the Save Sphere. Follow the ghost until it reaches its destination, a small ruined tower on the eastern edge of this area (Fig. 15). Once there, press ⓞ again: a treasure chest containing the Spirit Lance will appear (Fig. 16).

Saturn Crest: Gagazet – Prominence
Conditions: none (see page 121 of the Walkthrough).

Saturn Sigil: Macalania Woods
Once you have access to the Airship, master the Butterfly Hunt in both the North and Central areas (see "Mini-games" on page 197).

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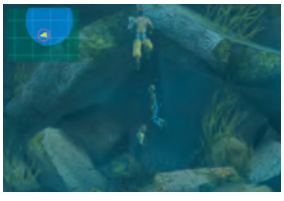
LULU: ONION KNIGHT

Location: Ruins – Underwater Hall (Baaj Temple)
Abilities: Break Damage Limit, Triple Overdrive, Magic Booster, One MP Cost
Effect on aeons: Break Damage Limit for Shiva

After defeating Geosgaeno, dive between the pillars in the South (Fig. 17), pressing ⊗ in order to find the hidden chest containing the Onion Knight (Fig. 18).

Venus Crest: Guadosalam – The Farplane
Fly back to Guadosalam and pay another visit to the Farplane, where you will find a treasure chest.

Venus Sigil: Thunder Plains
Press ⊗ at the right moment in order to avoid 200 lightning strikes in a row. Then open the chest in front of the Travel Agency (see Mini-games on page 197).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RIKKU: GODHAND

Location: Mushroom Rock – Valley
Abilities: Break Damage Limit, Triple Overdrive, Double AP, Gillionaire
Effect on aeons: none

On board the Airship, enter the password GODHAND and head for your new destination, Mushroom Rock, where you will find a treasure chest containing the weapon (Fig. 19).

Mercury Crest: Sanubia Desert – West
Conditions: none (see page 105 of the Walkthrough).

Mercury Sigil: Sanubia Desert – West
Fly back to Bikanel and complete the mini-game "The Valley of the Cactuars" (see page 198) (Fig. 20).

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SECRET AEONS

YOJIMBO

You'll find the aeon Yojimbo in the Cavern of the Stolen Fayth (Fig. 1) (see page 210). The negotiations after the first battle will have an effect on his subsequent behaviour: If your response is "to defeat the most powerful of enemies", then the likelihood of Zanmato being used against more powerful opponents (Zanmato Lv. >1) will be increased. If you reply that you would like to be trained as a Summoner, the amount of Gil paid will have an effect on Yojimbo's motivation – the more Gil, the better. His motivation will fall unless you hand over more than half of your total assets.

If you use Summon to call Yojimbo onto the battlefield, he will not act unless you pay him Gil. He rarely attacks spontaneously. His behaviour depends on five factors:

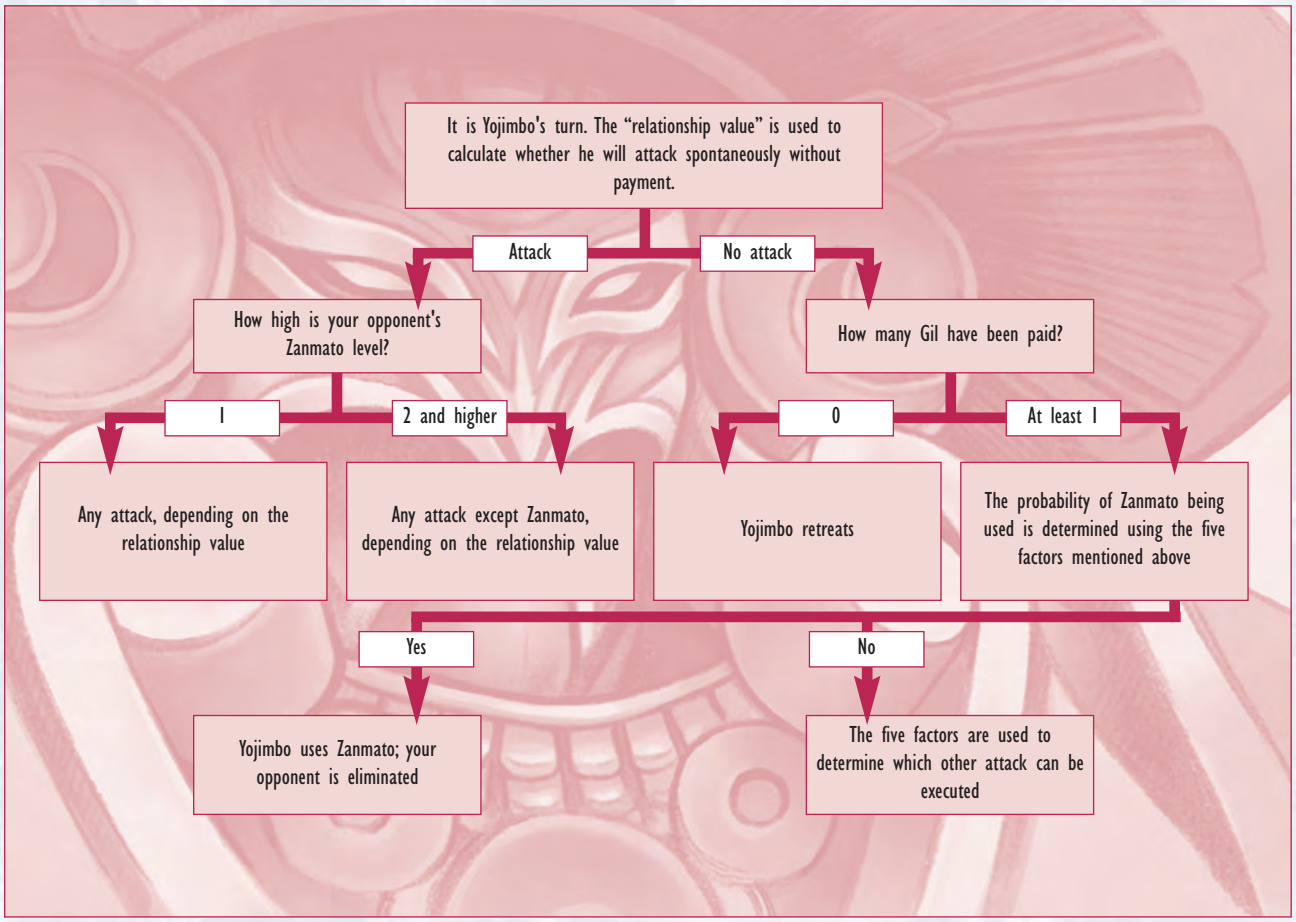
- The amount of Gil you pay him.
- The amount of Gil you have in total.
- The "relationship value" between yourself and Yojimbo (see below).
- Your opponent's Zanmato level.
- Yojimbo's motivation.

The relationship value will increase if Yojimbo uses Kozuka, Wakizashi or Zanmato, but will drop if Yojimbo:

- uses his dog Daigoro;
- is immediately withdrawn as a result of dismiss; or
- is put out of action.

The relationship value will drop substantially if you pay zero Gil. As far as the amount of Gil paid is concerned, there is one golden rule: the more the better! However, there ceases to be any difference once the amount exceeds 536,870,912 Gil. You must always pay at least 1 Gil in order to preserve Yojimbo's motivation. Incidentally, Yojimbo's motivation increases if the Overdrive Gauge is full. If you want to work on building up a good relationship value, you should save your game before sending Yojimbo into battle. As soon as he uses Daigoro, you would be well-advised to reload your last saved game. Take a look at the following diagram to see the decision-making processes behind Yojimbo's actions:

01



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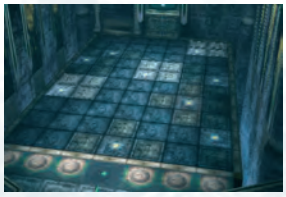
ANIMA

You'll find Anima in Baaj Temple, one of the Airship's hidden destinations. In order to break the seal of the Fayth chamber, you'll need the bonus items from the six temples of Spira. As described in the Walkthrough, you now have a chance to again complete the Cloyster of Trials at Besaid, Kilika, Djose and Macalania; however, you cannot return to Bevelle. You'll receive the sixth item if you use the Airship to pay a second visit to the Dome in Zanarkand.



02

At the Zanarkand Trials, take a look at the wall at the top of the screen. You'll see six white squares. Activate the three white fields in the small room (Fig. 2), as well as the four white fields in the great hall (Fig. 3). The niche in the North wall of the small room will then open. Remove the Destruction Sphere from the niche and insert it into the recess to the right of the Monitor in the hall. A chest will appear containing a Magistral Rod: this is the bonus item you've been looking for.

Now fly to Baaj Temple, dive down into the temple (Fig. 4) and enter the Antechamber. You'll see three statues on each side, next to which, in the corners, you'll find treasure chests (Fig. 5) containing a Megalixir and four Mega-Phoenixes. Approach all the statues. If you've found all six items, the seal in the background will vanish, revealing the chamber of the Fayth where you will receive the mighty aeon Anima (Fig. 6). In contrast to Yojimbo and the Magus Sisters, this aeon reacts to normal commands during battle.

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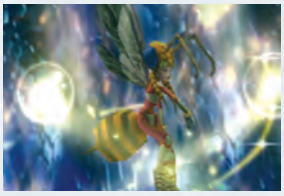
THE MAGUS SISTERS

You'll find this trio in Remiem Temple. The Sisters' (Fig. 7) battle behaviour is based on some rather complicated rules, so take note of the following guidelines:

1. You cannot plan the three Sisters' actions 100%.
2. Their behaviour is affected by motivation, status effects and the preceding action.
3. Depending on the action, both their motivation and their Overdrive gauges may change.
4. In contrast to Yojimbo, their motivation only changes for the current battle. Following the battle, it is reset to the starting figure.
5. The strength of the Delta Attack Overdrives (Fig. 8) is affected by Cindy's Strength level. Since this attack does not break through your opponent's defence, you should try to use Armour Break to penetrate a monster's defences before sending the Magus Sisters into battle.

07



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DARK AEONS

The dark aeons will appear once you have completed all the tasks relevant to the story. It only makes sense to battle them if you have worked hard on your characters' development. The first two dark aeons are a lot easier to handle than the subsequent ones.

Check the potential abilities of any equipment which you receive following a victory. Break HP Limit may be of interest, but you might also find Ribbon useful: it provides protection against all status effects even in cases where abilities such as Stoneproof and Deathproof prove useless. If you use Customise, you will need 99 of the rare Dark Matters to generate this ability. Therefore, you may find it worth your while to train your party to the point where you can easily defeat Dark Valefor and Dark Ifrit. Only save your victory if you receive armour with four ability slots, one of which contains a Ribbon.

The information in the following table relates to all Dark Aeons.

Status Effects																								
				SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM					
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0					
RFL	0	HST	0	RGN	0	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4					
Equipment	Rate	255/256	Ability Slots	3–4	Abilities Attached	1–2	Bribe	Gil	-	Items	-	Steal	Rare	Elixir x1										
Enemy Skills	-	MP	999	Gil	0	Items	Normal	Dark Matter x1				Rare	Master Sphere x1											

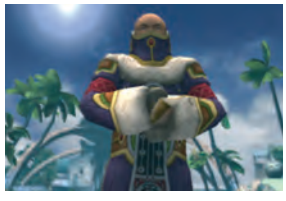
DARK VALEFOR

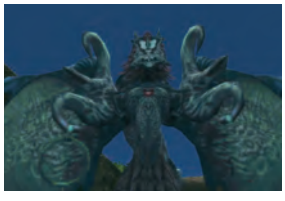
Location	Besaid Island											
Strength	148	Defence	120	Magic	186	Magic Def.	220	Elements	Fire	1/2	Lightning	1/2
Agility	105	Luck	48	Evasion	10	Accuracy	250	Water	1/2	Ice	1/2	Holy	1/2
Steal	Normal	X-Potion x2	AP	10000 (15000)	HP	800000 (99999)						
Armour Abilities	Auto-Regen, Break HP Limit, Ribbon											
Weapon Abilities	First Strike, Firestrike, Lightningstrike, Waterstrike, Icestrike, Break Damage Limit											

Besaid Village, village entrance

Dark Valefor is the weakest dark aeon and is unexpectedly called by a Summoner at the entrance to Besaid Village. One or two of your characters should now have Break HP Limit, Auto-Haste and (if possible) Auto-Phoenix. Break Damage Limit is strongly recommended. In order to assign Break HP Limit to a piece of armour, win 30 Wings to Discovery during the Chocobo race beneath Remiem Temple and customise a suitable piece of equipment. Make sure that all your characters' attributes are well into three digits.

Dark Valefor is in the habit of using Energy Ray as his attack of choice, inflicting massive damage on your three heroes. Make sure you cast Auto-Life and Shell in time. You should try to intercept your opponent's Overdrive by sending an aeon into battle beforehand. Incidentally, this tactic is also useful against the other dark aeons.





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DARK IFRIT

Location	Sanubia Desert						
Strength	220	Defence	173	Magic	177	Magic Def.	163
Agility	124	Luck	27	Evasion	8	Accuracy	230

Elements				
Fire	ABS	Lightning	IMM	
Water	IMM	Ice	x1/2	Holy -

Steal	Normal	Mega-Phoenix x2	AP	20000 (30000)	HP	1400000 (99999)

Armour Abilities	Fire Eater, Break HP Limit, Ribbon
Weapon Abilities	Firestrike, Break Damage Limit

Sanubia Desert – West

Even from a distance, you'll spot the woman in the far North of the desert, beside the former passage to the Home of the Al Bhed. Talk to her and agree to look for her child. The battle will only start if, after a brief sequence, you pay another visit to the ravine in the North.

Dark Ifrit will counter all attacks, and his own attacks will inflict massive damage, as well as having a Delay effect. His Overdrive is non-elemental and cannot be countered by using Fire protection. As always, shield yourself by sacrificing an aeon. It would help if Tidus and Wakka happen to have Break Damage Limit at their disposal, and they should also have mastered the Blitz Ace and Attack Reels Overdrive techniques.

DARK IXION

Location	Thunder Plains						
Strength	176	Defence	220	Magic	133	Magic Def.	188
Agility	180	Luck	36	Evasion	0	Accuracy	250

Elements				
Fire	IMM	Lightning	ABS	
Water	x1/2	Ice	IMM	Holy -

Steal	Normal	Stamina Tablet x2	AP	20000 (30000)	HP	1200000 (99999)

Armour Abilities	Lightning Eater, Break HP Limit, Ribbon
Weapon Abilities	Lightningstrike, Break Damage Limit

Thunder Plains – North, near the Save Sphere

This aeon uses immensely powerful Lightning-type attacks, but you will not be able to counter them by using the corresponding abilities. Dark Ixion will counter each attack with an attack of his own, adding the Sleep status effect. Although you can use Dispel to lift Dark Ixion's Full Break effect, you'll find that only Ribbon offers adequate protection. After apparently defeating Dark Ixion, you'll find yourself engaged in battle with him again almost immediately. Luckily, there's a Save Sphere nearby.

During the second battle you'll find that Dark Ixion has lost his ability to counter. Although his attacks now cast Confuse and Break status effects, you should be able to put up with that.

DARK SHIVA

Location	Macalania Temple						
Strength	173	Defence	163	Magic	244	Magic Def.	255
Agility	255	Luck	73	Evasion	0	Accuracy	250

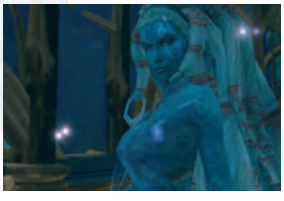
Elements				
Fire	x1/2	Lightning	IMM	
Water	IMM	Ice	ABS	Holy -

Steal	Normal	Mana Tablet x2	AP	20000 (30000)	HP	1100000 (99999)

Armour Abilities	Ice Eater, Break HP Limit, Ribbon
Weapon Abilities	Icestrike, Break Damage Limit

Location: Macalania Temple, entrance

Dark Shiva is incredibly quick, so you'll need a very high Agility figure. Her attacks dispel all positive status effects, as well as casting Berserk and Confusion. Her Heavenly Strike has the Death effect, which even penetrates your Ribbon's protection. Her Overdrive will inflict massive amounts of damage on your three characters. If you manage to win this battle, numerous Guado Guardians will spill out of the temple. Leave Macalania – Road for a short while and then return. You'll find that you can now enter the temple and pick up a few items from the Fayth beyond the Antechamber. Unfortunately, on the way back you'll have to rebuild the bridge again (remember the Trials?).



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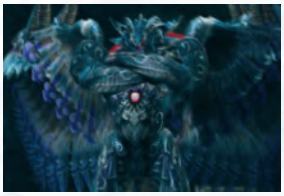
DARK BAHAMUT

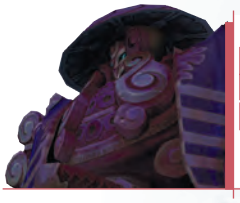
Location	Dome												
Strength	245	Defence	234	Magic	222	Magic Def.	233	Elements	Fire	-	Lightning	-	
Agility	255	Luck	102	Evasion	0	Accuracy	250	Water	-	Ice	-	Holy	-
Steal	Normal	Twin Stars x2				AP	30000 (40000)			HP	4000000 (99999)		
Armour Abilities	Auto-Protect, Break HP Limit, Ribbon												
Weapon Abilities	One MP Cost, Double AP, Double Overdrive, Break Damage Limit												

Zanarkand Dome – The Beyond

After Dark Shiva, you'll find that the difficulty level increases again significantly. Before facing Dark Bahamut, it might be a good idea to do battle with Dark Yojimbo. Use the Monster Arena to increase your chosen characters' attributes: try to power some of them up to the maximum figure (255). However high your Accuracy figures, some hits will miss their mark. Luckily, Aim will reduce the number of misses.

Once Dark Bahamut's Overdrive gauge has increased for the fifth time, the dark aeon will unleash Impulse, which will cast Petrification, Slow, Full Break and Delay. You'll find that conventional "proof" armour offers no protection. Casting Auto-Haste (which should always be one of your standard tactics) can prevent Slow. Dark Bahamut will also use the Impulse attack and Mega Flare Overdrive, one after the other. The result is that, by casting Auto-Life after Dark Bahamut's Impulse, you can look forward to being scorched by Mega Flare!





DARK YOJIMBO

Location	Cavern of the Stolen Fayth												
Strength	244	Defence	210	Magic	131	Magic Def.	144	Elements	Fire	-	Lightning	-	
Agility	243	Luck	114	Evasion	0	Accuracy	255	Water	-	Ice	-	Holy	-
Steal	Normal	Stamina Tonic x2				AP	8000 (10000)			HP	1600000 (99999)		
Armour Abilities	Curseproof, Break HP Limit, Ribbon												
Weapon Abilities	Counter-Attack, Magic Counter, Overdrive > AP, Break Damage Limit												

Cavern of the Stolen Fayth – near Save Sphere

Dark Yojimbo's initial attack is always an Ambush. At least one of your characters should be equipped with a weapon with First Strike to ensure that you still get the first turn. Otherwise, you may be unlucky enough to run straight into a Wakizashi attack, inflicting 3 x 99,999 HP of damage. You'll find that Daigoro is able to cast Petrification despite Stoneproof: only Ribbon will offer protection against this Status effect. As well as significant damage, Kozuka inflicts Slow and Full Break. The Zanmato Overdrive has the same effect as Wakizashi and also dispels any protection. You'll have no choice but to sacrifice an aeon for the greater good!

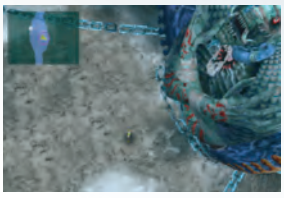
After your initial triumph, Dark Yojimbo's summoner will retreat towards the exit. Follow him in order to start the next battle; from now on you don't have to worry about being Ambushed. You can even save your game in the interim. However, if you load a saved game the battle will start again with the first encounter. This means that you can keep defeating Dark Yojimbo until you have obtained all the equipment you need. This episode will only reach its conclusion once you have recorded five victories in a row.

DARK ANIMA

Location	Mt. Gagazet												
Strength	155	Defence	230	Magic	255	Magic Def.	255	Elements	Fire	ABS	Lightning	ABS	
Agility	183	Luck	85	Evasion	0	Accuracy	255	Water	ABS	Ice	ABS	Holy	-
Steal	Normal	Three Stars x2				AP	30000 (40000)			HP	8000000 (99999)		
Armour Abilities	Deathproof, Break HP Limit, Ribbon												
Weapon Abilities	Deathstrike, One MP Cost, Triple AP, Break Damage Limit												

Gagazet – Mountain Gate

First, you'll have to complete the first trial in the Mountain Cave (target throwing with Wakka) again, and this time the conditions are considerably tougher! Only then will Dark Anima appear at the entrance to Mt. Gagazet. Her attacks will cause Poison, Stone, Zombie and Curse. Pain will cause instant Death, and Mega-Graviton will engender various effects plus damage inflicted on all attackers amounting to 7/16 of their maximum HP. In order to have any chance, you'll have to power your characters' attributes up to the maximum. You'll still have to use Aim to score a hit, and of course you'll have to sacrifice your aeons.



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DARK CINDY

Location	Mushroom Rock Road

Strength	175	Defence	223	Magic	171	Magic Def.	105
Agility	185	Luck	40	Evasion	0	Accuracy	255

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Normal	Return Sphere x1	AP	10000 (12000)	HP	3000000 (99999)

Armour Abilities	Auto-Phoenix, Break HP Limit, Ribbon
Weapon Abilities	Alchemy, Triple Overdrive, Gillionaire, Break Damage Limit

DARK SANDY

Location	Mushroom Rock Road

Strength	186	Defence	201	Magic	207	Magic Def.	168
Agility	201	Luck	80	Evasion	100	Accuracy	255

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Normal	Friend Sphere x1	AP	10000 (12000)	HP	2500000 (99999)

Armour Abilities	Auto-Shell, Break HP Limit, Ribbon
Weapon Abilities	Evade & Counter, Magic Counter, Triple Overdrive, Break Damage Limit

DARK MINDY

Location	Mushroom Rock Road

Strength	148	Defence	187	Magic	248	Magic Def.	132
Agility	233	Luck	130	Evasion	240	Accuracy	255

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Steal	Normal	Teleport Sphere x1	AP	10000 (12000)	HP	2000000 (99999)

Armour Abilities	Auto-Haste, Break HP Limit, Ribbon
Weapon Abilities	Magic Booster, One MP Cost, Triple Overdrive, Break Damage Limit

Mushroom Rock,
to the South of the turning leading to the Valley

Try to defeat one sister after the other. Start with Dark Mindy, since she will unleash Passado (= instant Death). Luckily, she also has the lowest HP level. Once again, you'll find that Attack Reels and Blitz Ace come in handy. Dark Sandy's Razzia attack will dispel Auto-Life and reduce your Defence figure to zero. Dark Cindy's normal attack will lift any protection you enjoy, while her Camisade attack will reduce your Defence figure to zero. If only one of the sisters' Overdrive gauges is full she will be unable to unleash a Delta Attack, and instead will take a leaf out of Dark Anima's book and use Mega-Graviton.

It would help if your Luck levels were over 120, and your characters should also have over 30,000 HP at their disposal. If you have a "good relationship" with Yojimbo, as well as a healthy bank balance, you can hope that he'll unleash Zanmato. But of course, that wouldn't be very sporting...

PENANCE

TOP SECRET!

PENANCE, RIGHT/LEFT ARM

Penance	HP	12000000 (99999) 500000 (99999)	MP	999 999

Strength	255 200	Defence	240 200	Magic	255 150	Magic Def.	200 200
Agility	255 150	Luck	10 10	Evasion	0 120	Accuracy	255 255

Elements					
Fire	-	Lightning	-	Water	-
Ice	-	Holy	-		

Status Effects	SLC	IMM	SLP	IMM	DRK	IMM	PSN	IMM	PTR	IMM	SLW	IMM	ZMB	IMM	PWB	IMM
MGB	IMM	ARB	IMM	MNB	IMM	THR	IMM	DTH	IMM	PRV	IMM	DOM	IMM	NUL	0	SHL	0	PRT	0
RFL	0	HST	0	RGN	0	DST	IMM	SNS	IMM	SCN	IMM	DEM	IMM	DLY	IMM	EJC	IMM	ZNM	Lv. 4

Steal	Normal	Elixir x1 Dark Matter x1	Rare	Megalixir x1 Master Sphere x1
Items	Normal	Master Sphere x3 Dark Matter x1	Rare	Master Sphere x3 Master Sphere x1

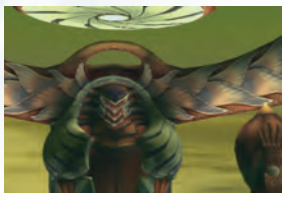
Bribe	Gil	-	Item	-	
Equipment	Rate	255/256	Ability Slots	3–4	Abilities Attached 1-2
			Enemy Skills	-	

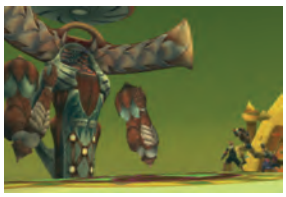
Weapon Abilities	Break Damage Limit, -				
Armour Abilities	Ribbon, -	AP	60000 (65000) 10000 (12000)	Gil	0 0

Airship

Once you've disposed of all the dark aeons, the ultimate opponent will appear: Penance. You can simply select this creature as the Airship's next flight destination. Unless you feel like relying on Yojimbo, this battle will be very protracted. You'll need Luck levels of over 120 and HP levels of over 40,000. Your other attributes should be at the maximum of 255.

It is vital to deal with Penance's arms to prevent him from using Judgement Day. Once you've disposed of the arms, you'll have a brief moment in which to deal with the torso. You'll find Overdrives such as Rikku's Hyper Mighty G, Wakka's Attack Reels and Tidus's Blitz Ace useful when dealing with the arms. If you have a bit of breathing space, use Healing Water to restore all your heroes' HP, Quick Hit to attack the creature's torso and Twin Stars or Three Stars to minimise MP consumption.





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TIPS

Lots of AP in a single blow
You'll need the Overdrive > AP ability. Set two of your characters' Overdrive Modes to Comrade, and set one to Stoic. Fight Don Tonberry in the Monster Arena. Have the Stoic character attack your opponent (this unfortunate character will then be eliminated by the Karma counter-attack). Have your other two heroes revive their fallen comrade. Repeat the process. Even if you end the battle by fleeing, you'll receive massive amounts of AP, equivalent to the damage points suffered!

Multiply AP with abilities
You can achieve this by using the Overdrive > AP, Double or Triple Overdrive abilities, as well as Double or Triple AP. Take a look at the table below to see which items you need to achieve this result and where you can find them.

OVERDRIVE > AP: DOOR TO TOMORROW x10

Special	x99	Meet the conditions for Catastrophe in the Monster Arena.	
Steal / After battle	x10 / x20	Ultima Weapon (Boss fight)	Omega Dungeon
	x1	Bomb King	Monster Arena
Bribe	x1	Mech Scouter: >13,750 Gil	(Calm Lands)
	x2	Mech Leader: >18,500 Gil	(Mt. Gagazet)

TRIPLE AP: WINGS TO DISCOVERY X50

Special	x30	Win the Chocobo race beneath Remiem Temple with three open treasure chests.	
After battle	x1	Shinryu	Monster Arena
Bribe	x4	Malboro: >135,000 Gil	Calm Lands, Sunken Cave
	x8	Great Malboro: >320,000 Gil	Inside Sin, Omega Dungeon

TRIPLE OVERDRIVE: WINNING FORMULA X30

Special	x99	Capture one of each monster for the Monster Arena.	
After battle	x1	Ultima Buster	Monster Arena
Bribe	x15	Sand Worm: >225,000 Gil	Bikanel

DOUBLE AP: MEGALIXIR X20

Special	x30	Meet the conditions for Shinryu in the Monster Arena.	
	x1	Win the Chocobo race beneath Remiem Temple with two open treasure chests.	
	x4	Evade 150 lighting strikes in a row in the Thunder Plains.	
	x2	Master one of the Butterfly Hunts before gaining possession of the Airship.	
	x1	Obtain six or seven Gatekeeper Spheres in the Valley of the Cactuars.	
Bribe	x1	Xiphos: >13,500 Gil	Macalania
	x20	Varuna: >280,000 Gil	Omega Dungeon

DOUBLE OVERDRIVE: UNDERDOG'S SECRET X30

Special	x99	Collect all 26 Al Bhed Primers and talk to Rin aboard the Airship.	
After battle	x1	Th'uban	Monster Arena
Bribe	x15	Chimera B: >45,000 Gil	Al Bhed Home, Airship

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Earning Gil

Your greatest Gil earning potential is in the Omega Ruins, after defeating the Mimics (Fig. 1). In fact, you'll earn 100,000 Gil if you happen to have a weapon with the Gillionaire ability equipped. In addition, the most powerful monsters will drop very valuable equipment, so you can earn more Gil by simply selling your spoils after victory.

01

Nab Gil & Pilfer Gil

These abilities allow you to steal Gil from an opponent during battle. Nab Gil has the additional benefit of injuring your opponent. These abilities are only 100% successful the first time that you use them. Thereafter, both the chances of success and the amount of Gil you can steal will start to decrease.
The amount of Gil depends on the monster. The following table shows the minimum amount you can steal at your first attempt.

Enemy	Minimum Amount	Enemy	Minimum Amount	Enemy	Minimum Amount	Enemy	Minimum Amount	Enemy	Minimum Amount
Achelous	750	Defender	500	Ice Flan	50	Mortiorchis	0	Skoll	50
Adamantoise	50	Defender X	900	Iguion	250	Murussu	100	Snow Flan	100
Aerouge	250	Defender Z	600	Imp	50	Mushussu	100	Snow Wolf	1850
Ahriman	100	Demonolith	50	Ipiria	250	Nebiros	200	Spectral Keeper	300
Alcyone	300	Dingo	50	Iron Giant	50	Nidhogg	200	Spirit	50
Anacondaur	500	Dinonix	50	Killer Bee	50	Ochu	50	Splasher	100
Anima	150	Dual Horn (A)	200	Kusariqqu	50	Octopus	400	Splasher	150
Aqua Flan	400	Dual Horn (B)	450	Lamashtu	800	Ogre	1500	Thorn	50
Bandersnatch	600	Epaaj	100	Land Worm	150	Omega Weapon	150	Thunder Flan	200
Barbatos	400	Evil Eye	1100	Larvae	500	Phlegyas	300	Tonberry	1000
Bashura	50	Evrae	250	Left Fin	150	Puroboros	500	Ultima Weapon	300
Basilisk	700	Evrae Altana	1000	Lord Ochu	400	Qactaur	50	Valaha	650
Behemoth	250	Exoray	100	Machea	200	Ragora	50	Varuna	50
Behemoth King	500	Fallen Monk	200	Maelspike	100	Raldo	50	Vouivre	100
Biran Ronso	50	Flame Flan	350	Mafdet	0	Raptor	50	Warrior Monk	50
Bite Bug	400	Floating Death	50	Magic Urn	600	Red Element	200	Wasp	50
Black Element	50	Floating Eye	50	Malboro	450	Remora	500	Water Flan	700
Blue Element	50	Funguar	50	Mandragora	850	Right Fin	100	Wendigo	50
Bomb (A)	200	Gandarewa	50	Master Coeurl	300	Sahagin	1650	White Element	250
Bomb (B)	50	Garm	50	Master Tomberry	250	Sanctuary Keeper	150	Wraith	100
Buer	100	Garuda	400	Maze Larvae	400	Sand Wolf	400	Xiphos	500
Bunyip	500	Gemini	500	Mech Defender	150	Sand Worm	150	YAT-97	500
Cactuar	100	Geosgaeno	350	Mech Guard	400	Sandragora	600	YAT-99	50
Cave Iguion	350	Ghost	50	Mech Gunner	400	Seymour Flux	2200	Yellow Element	250
Chimera (A)	300	Gold Element	200	Mech Hunter	150	Seymour Natus	1950	Yenke Ronso	500
Chimera (B)	400	Grat	750	Mech Leader	100	Seymour Omnis	800	YKT-11	500
Chimera Brain	400	Great Malboro	200	Mech Scouter (Burning)	150	Seymour	150	YKT-63	200
Coeurl	500	Grenade	300	Mech Scouter	50	Shred	50	Yowie	2100
Condor	2000	Grendel	50	Melusine	50	Simurgh	500	Yunalesca	250
Crawler	200	Guado Guardian (A)	100	Mi'ihen Fang	0	Sin (Core)	600	Zaurus	400
Dark Element	400	Guado Guardian (B)	200	Mimic	0	Sin (Head)	500	Zu (A)	500
Dark Flan	50	Halma	100	Mortibody	50	Sinspawn Geneaux	200	Zu (B)	1000

* Nab Gil and Pilfer Gil will not work against monsters not shown in the above table.

Spheres for the Sphere Grid

To start off with, you'll receive more Power, Mana and Speed Spheres than you can use on the Sphere Grid. However, remember that any surplus above 99 will disappear. Make sure to use spare spheres to strengthen your aeons. Don't worry if you suddenly find yourself in desperate need of spheres: after an Overkill, Kottos will drop 40 items (see page 203). During battle, use the Extract ability or a Distiller, which allows you to obtain 40 Spheres of your choice at one fell swoop.

Maximising attributes

Once a character has gone around the entire Sphere Grid, s/he will have around 20,000 HP, while his or her Attribute levels will be between 150 and 170. Now only HP Spheres, Magic Def Spheres, Fortune Spheres and the like will be of any use. You'll find some of these during the course of the game. Afterwards, you can only obtain them by defeating arena creations. Fill up all the free Nodes on the Grid with such spheres.

If you are still not satisfied, you'll have to buy Clear Spheres from the arena owner and clear weak Nodes. Although this also deletes the relevant effect, you can assign the empty Node to a sphere of your choice. Example: you clear a Node with Agility+1. The Agility of all characters who have activated this Node will drop by 1. Now place an Agility Sphere on the Node, resulting in a Node with Agility+4. If you use a Speed Sphere to activate this Node, your characters will have profited by +3.

PS: Selecting partners for Tidus

Your behaviour during the game affects the relationship between Tidus and your other characters. For example, the character with whom Tidus chats following the defeat of Crawler en-route to the Macalania temple is not pre-determined (Fig. 2). By the same token, the character who throws him the Blitzball when he executes his Blitz Ace Overdrive is not pre-determined. The relationship is determined by a number of factors. Whom do you have Tidus talk to first if individual characters are dotted around a particular location? Does Tidus use Potions or abilities such as Guard on a particular character? Of course, you can also significantly impair a relationship if you use a Petrify Grenade during battle and then shatter your partner! Incidentally, this "relationship figure" does not affect any of the key scenes with Yuna, nor can it change the storyline.

02

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o need to waste precious playing time: this comprehensive index will help you find the precise piece of information you require – fast!

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